OCTOBER 1984
95p
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COMPUTER & VIDEO GAMES

HOW TO GET YOUR FREE COMMODORE 64 FLEXI-DISC INSIDE



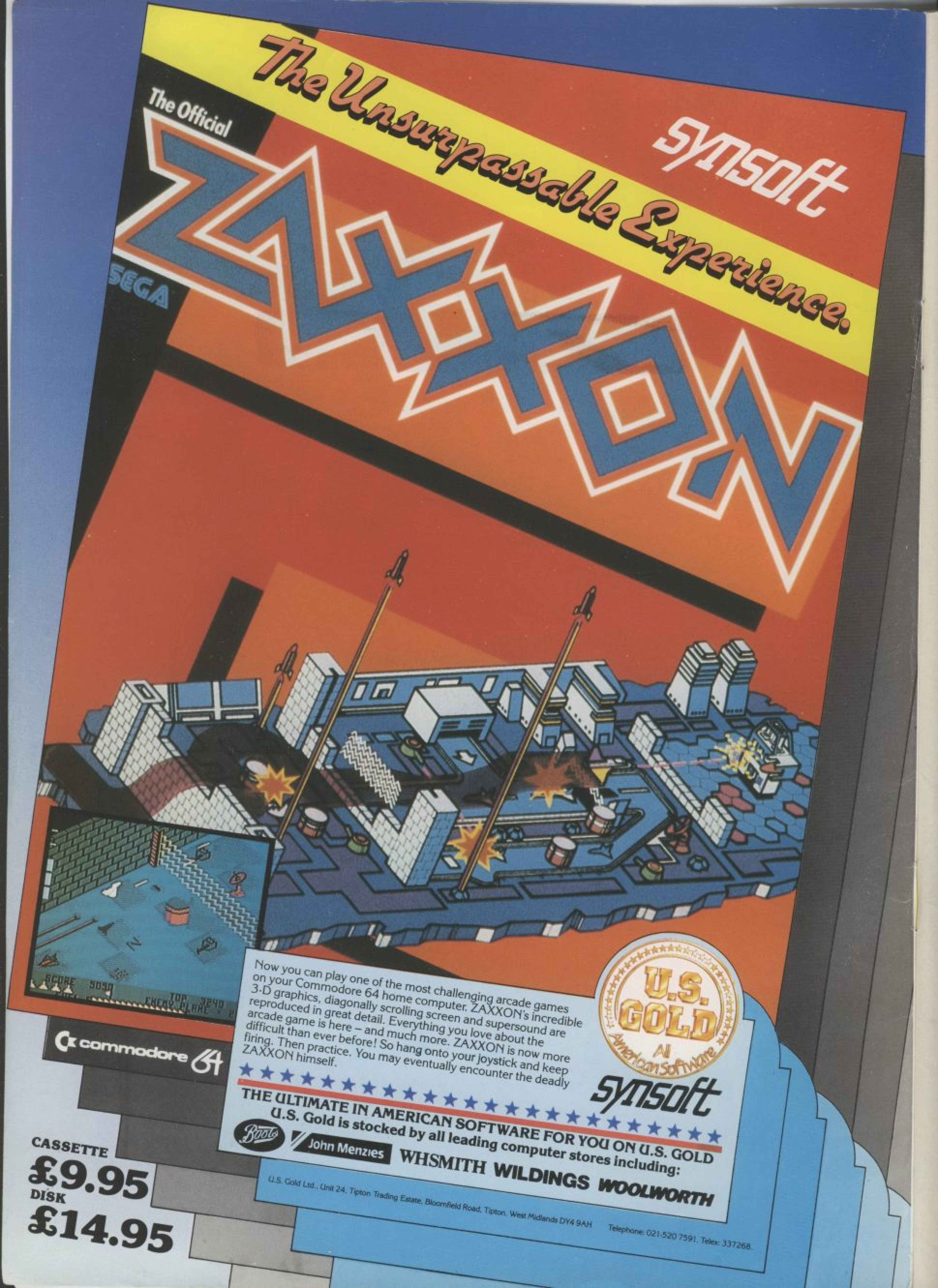
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CONTENTS



Turn to page 11 for details of the Thompson Twins Adventure.

Cover: We'd like to thank Andy Airfix for his help.

NEXT ISSUE ON SALE 16th OCTOBER

FEATURES



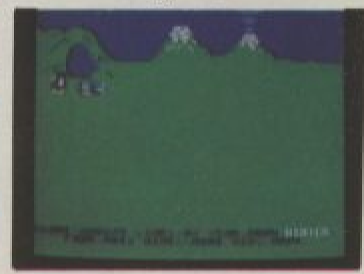


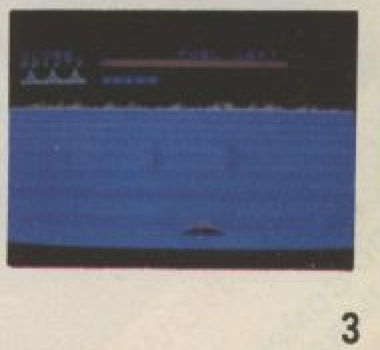


LISTINGS



NEWS AND REVIEWS

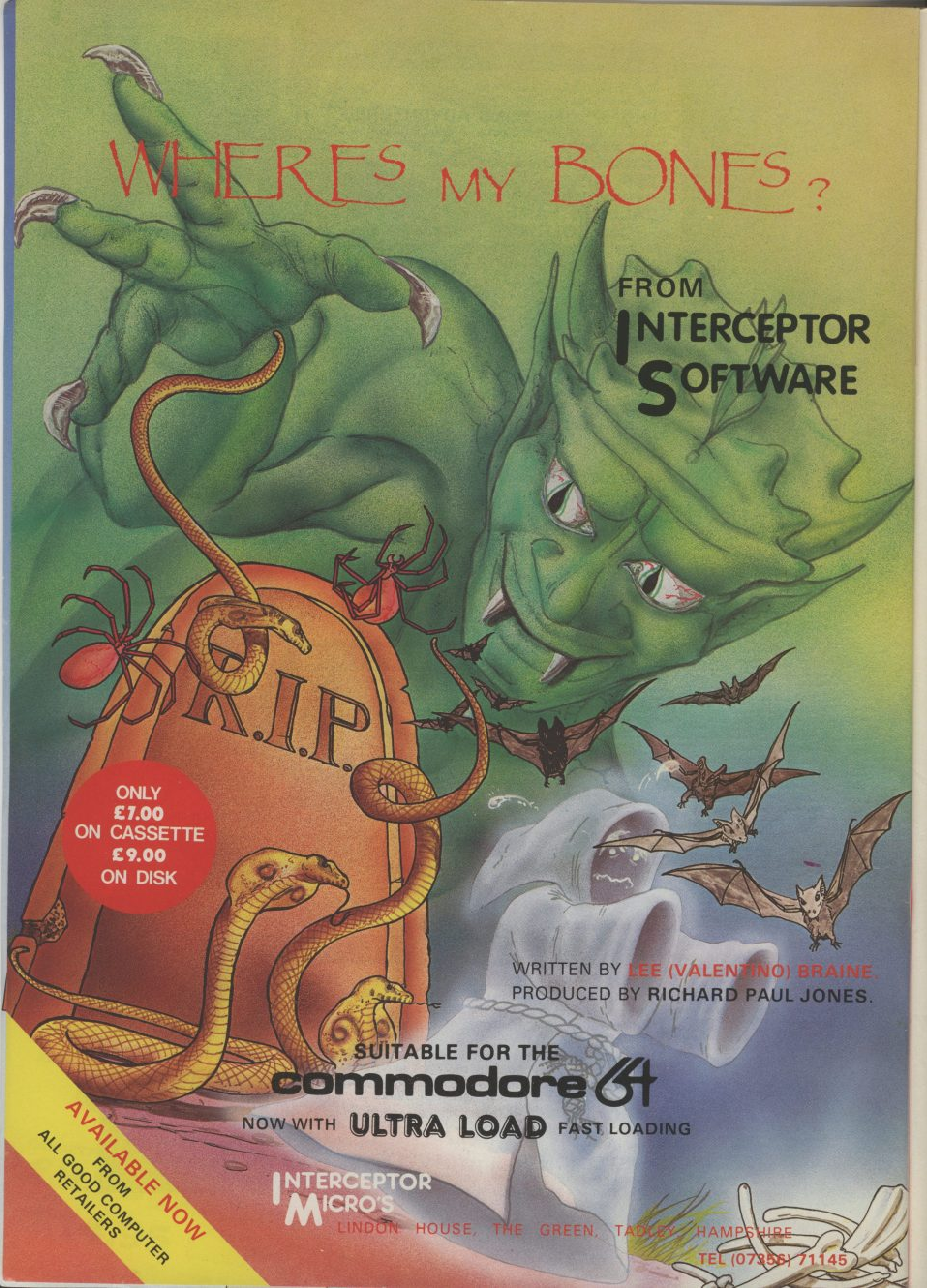




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FINDING FAULT IN MICRO OWNERS

Dear Sir,
Almost every month your magazine prints letters in which the writer is claiming that his own micro is better in every respect than one of its competitors.

There is little point in this kid of self praise and it seems to me that, in most cases, these people are simply trying to convince themselves that they have invested their money wisely.

For example, in the April edition of your magazine, Gary Campbell claimed that the sound on his Atari 800 is superior to that on a Commodore 64. He illustrated this by naming some of the best software.

I would like to point out that these programs are the state of the art as far as Atari sound goes and, if they are to be used, it is only fair that they should be compared to the best Commodore software.

It is only recently that software using the 64's facilities to the full has begun to appear. Perhaps Gary should look at recent releases from the Task Set software company.

It would be a great help to prospective buyers if, instead of blindly praising their machines, owners would honestly admit the faults. It is easy to find out the good points but it is not so simple to discover the bad.

All home micros have their own virtues but they also all have their faults. For example, the lack of string arrays and the high price of software for the Atari, the slow tape loading (up to 30 mins for a long program) and lack of Basic sound or graphics commands on the Commodore 64, the squishy keyboard and hopeless single key entry on the Spectrum, the bugs in the Oric ROM, the rotten graphics on the Dragon, the lack of memory on the BBC — the list is endless.

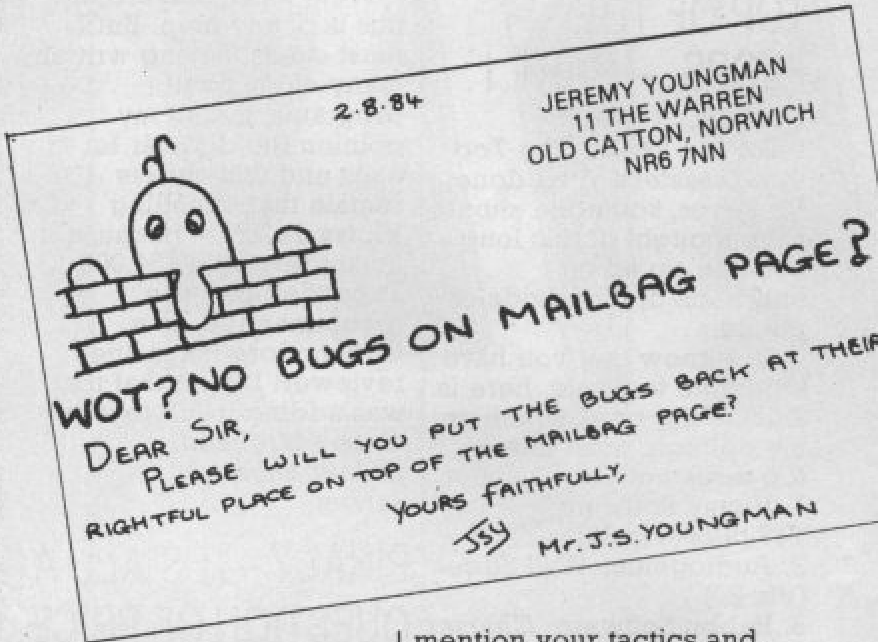
Let me say here that all of these are good machines and in most respects are better than my own micro which is a Video Genie, although it too has its advantages. So please, Gary, stop banging your head against the wall (it makes a mess of the wallpaper) and start banging your fingers on the keyboard and let the owners of other micros do the same.

I would also like to take this opportunity to air my views on a subject which has up to now received scant attention. This is the practice some software companies have developed of giving away free bugs with their programs.

While the Bugs in your cartoon strip are cute little creatures, it is no fun to find one residing in an expensive games program.

Software companies are quick enough to complain about software piracy but perhaps they should put their own houses in order first. Anyone who buys faulty goods which are not fit for the purpose for which they were sold has the right to his money back. This includes computer programs which crash and behave in an incorrect manner.

Perhaps if more people demanded their money back rather than accepting a replacement, then the software companies would debug their programs before releasing them on an unsuspecting public.
Ian C. Jones
Livingston
West Lothian



WE'RE REVIEWING THE SITUATION!

Dear Sir,
I'd like to present the Beginner's Guide to Writing Reviews the *C&VG* Way.
1) Open your review with some witty lines of ethnic relevance to the game. For example, "Arrr, Jim lad!" or "Here aboard the starship".
2) Next, a paragraph or two full of mind-blowingly vital information like how close you live to the game's author or does the game have any political relevance to the situation in Africa or even a brief description of the actual position in the *C&VG* office of your desk where you are writing the review.
3) The next three lines of your review should be unselfishly devoted to the actual game itself.
4) In the last but one paragraph, you must mention your tactics and how brain-crushingly bad you were at the game.
5) For your final paragraph, you may choose any of the mind stretching and witty comments below:
a) This game deserves to find itself a place in any — name of micro — owner's library.
b) It's addictive to the point of madness — I couldn't leave my joystick alone!

Yes, just follow these guidelines and YOU can do it the *C&VG* way!

Sorry about that! But I do think your reviews could be a bit more descriptive. The photographs almost make up for it. To be honest, I really enjoy your magazine. It's great fun and unbiased.
Mark Hagget
North Petherton
Somerset

Editor's reply: Well Mark, you've got such a sharp wit that one day you might cut yourself on it! We'll attempt to get a bit more description into the reviews for you. Or at least tell our reviews computer to do it for us!

Please drop us a line at: Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



TOP OF THE FLOPS – PART 1

Dear Sir,
I like it, I like it! *The Top Ten Disasters*! Well done, Mr Boyer, someone should have thought of this long ago and saved us hundreds of thousands of pounds.

As I know that you have little time to waste, here is a list of the ones which, in my opinion, must rate as top disasters:
1. Victay Software: *747-pilot* (Vic-20)
2. Audiogenic: *Wall Street* (Vic-20)
3. Rabbit Software: *Charset* (Vic-20)

I still have my 2½ year old Vic-20 so it surprises me that Rabbit Software has never enhanced *Night Flight* which knocks that really dreadful *747-Pilot* into a cocked hat. For its day, the *Night Flight* was a masterpiece of programming. For my Spectrum, I own no disaster programs.

For my CBM64, however, here's another list!
1. Rabbit Software: *Monopoly*
2. Anger Productions *Flight Simulator*

Well, there you are, if this is of any help. But I must stress, having written many of my own programs, that in my opinion the disaster for me must and will always remain that appalling Victay *747-Pilot* because it meant buying a £34.000 Expander and was recommended by a Commodore magazine reviewer! I think that that was adding insult to injury.
E. Le Marquand
St Lawrence
Jersey

PIRACY – IT'S ALL A QUESTION OF PRICE

Dear Sir,
I am writing to you about the ever increasing controversy on software piracy. This has, of course, been brought up in your magazine as well as in many others and I would just like to express my point of view.

Yes, I do copy computer programs from my friends' tapes as do my friends from me. I know that this is theft but, personally, I do not really care. Computer software is just like music tapes — people copy them because they cannot be bothered to buy that particular item.

I quite often buy music records and I also tape a lot because I have been fleeced enough by the record companies. To pay £5 plus for a record is quite a lot, just as it is for software manufacturers.

I own a Vic-20 computer and, at the moment, the only decent *and* cheap software around is the range of Mastertronic games.

As it says in another magazine I read, Mastertronic believes that £1.99 is the right price for a game and I amongst others agree.
Andrew Philpott,
Hertford,
Herts.

GHOULS, GHOULS AND MORE GHOULS

Dear Sir,
About your review of *Ghouls* in the July edition. It called the game a second rate rip-off. I disagreed with your reviewer when he suggested the company had aimed at *Miner 2049er* for the Atari. Really? My friends and I all think that *Ghouls* is a cross between *Donkey Kong* and *Pac-Man.*

Your reviewer never commented on the terrific effects in the game, the scrolling and materialising of the screen. How about the Ghouls' chuckle at the death of the little muncher, or the great tune played when the hi scorer enters his name? These are effects overlooked by the review.

It is unfair that your "Getting Started" category looks at the length of time loading the game in question. If a game takes long to load, it could be, I think, that it is complex, more interesting and playable. Thus I suggest that you consider the loading time in the "Playability" category.
Tim Cooper,
Bracknell,
Berks.

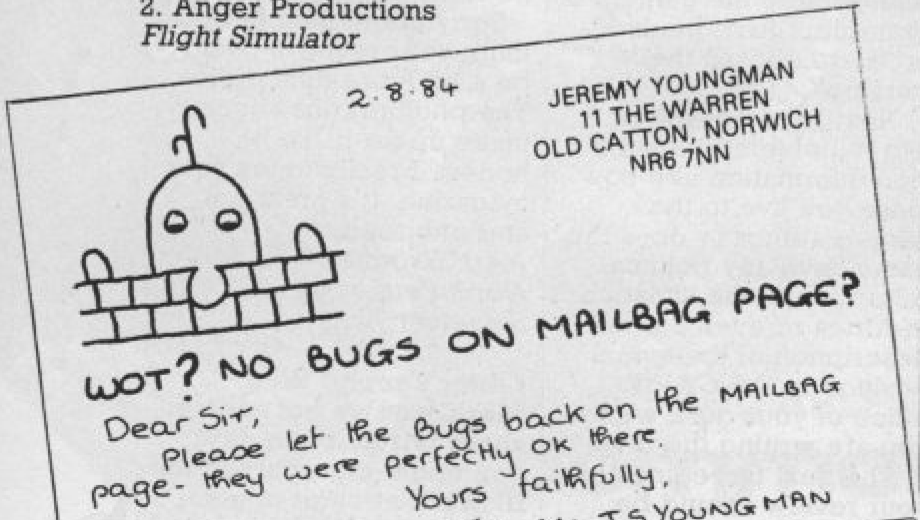
Editor's reply: What do the rest of you think of *C&VG's* reviews? Should we change the ratings? Let's hear from you!

ORIC I IS ALIVE AND KICKING

Dear Sir,
I would be grateful if you could assist our Users' Group and your readership by bringing to the attention of Oric/Atmos owners that, contrary to recent rumours that *O.U.G.* has ceased to function, we are in fact alive and kicking furiously in support of our system. Although we have suffered from illness amongst our key personnel which gave rise to a quiet period in our activities, this did nothing more than cause slight delays in our operations.

We have been extremely busy, behind the scenes, restructuring our organisation and producing new products for the Oric/Atmos machines.

Although it appears to be a popular belief that there is little support for the Oric-1/Atmos systems, rumours such as this can do little but give weight to these beliefs, which is a pity.
Ken Kendrick
Oric Owners Users Group
London





SAVINGS SUCCESS FOR SAVAGE POND

Dear Sir,
Your July issue was the usual excellent standard that we have come to expect, but a number of your readers had grouses about Atari Software. As fellow enthusiasts, we are very sympathetic to some of the points raised and we are trying our very best to bring the fun back into computer games before everybody becomes disillusioned by the very professional hyping which seems to be creeping in.

One of your rivals has just published a chart showing the readers' choice for home entertainment. In the Atari listing, *Savage Pond* is shown in the top three, in the illustrious company of *Pole Position* and *Star Raiders*. Coupled with the delightful letters of approval that we have received, it indicates that we are achieving a measure of success.

This game has now been translated for the Commodore 64, BBC Acorn, and the Electron. As we can divide production costs and advertising, we have passed the saving on to our customers by reducing the price to £7.95. If users support us instead of copying, we have more goodies to offer and we will be able to reduce prices still further.

Incidentally, we have no knowledge of anyone named O'Reilly ever as much as getting his feet wet in our Pond. I think he's one of these infernal miners.

Tom Jones
Starcade
Liverpool

CHESS IS ON ITS WAY FOR TEXANS!

Dear Sir,
On behalf of Texas TI-99/4A users, I feel I must complain about the listing for Chess on pages 122-124 in your July issue.

I have seen some listing errors in magazines before, but none as bad as this. In fact, there is no way that this program will ever run on a Texas machine without changing the ROM. So either there has been a drastic misprint or you have been hoodwinked into believing this program will run on a Texas. Or perhaps it is you who are trying to hoodwink us Texas owners to buy *C&VG!*

I have always found *C&VG* quite good value, considering that you're about the only magazine to print listings for Texas machines, but feel that on this occasion you have let us TI users down.

Come on *C&VG*, play the game. I wouldn't like to buy a software cassette for my Texas only to find it runs on a Vic-20. Would you?

Geoffrey Newman
Portishead
Bristol

Editor's reply: We've been hanging our heads in shame all month, Geoffrey. The Chess program was for the Dragon not the Texas — a printers' gremlin crept in to confuse us all. Sorry, Texans everywhere! But we have in our possession a real Texas Chess listing which we are currently testing and we will publish it as soon as possible!

GREETINGS FROM ABROAD

Dear Sir,
As very little software is available in Oman for Atari home computers, I have to order it from abroad and your magazine has now made it easy for me to choose. The News, Reviews, Listings and Features of your magazine are well written and most informative. Keep it up!

Ali Sadiq Musa
Ruwi
Oman

Editor's reply: Thanks Ali! It's always nice to get letters from overseas. Especially ones paying us compliments!

GASPS ALL ROUND FOR C&VG!

Dear Sir,
I am just writing to you so that I can understand how you manage to bring out a truly fantastic magazine every month. I have not seen any other that even comes close to *C&VG's* high standards.

First, you always bring out a fantastic colour front page.

Then there's *Mailbag* in which you try to solve readers' troubles.

And the games listings. Oh! the games listings! How fantastic they are (better than in any other magazine)! Even for the simple ZX81, the games are both original and playable (well, most of them are).

And there's also a lot more, but the thing that made me put pen to paper was the great idea of letting readers send adverts in for free. Brilliant! Good show *C&VG!* Keep it up!

Dareen Lomax
Rhiw Fawr
South Wales

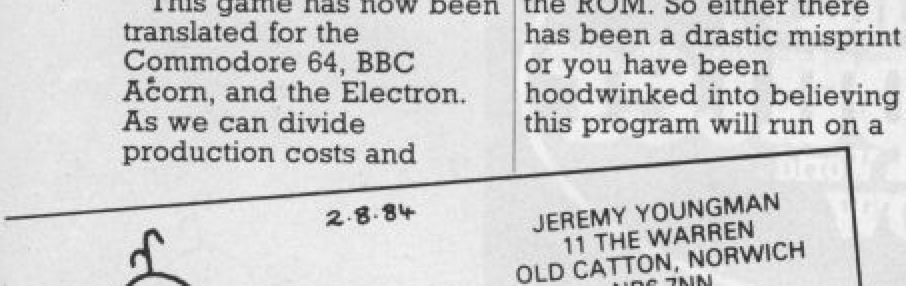
TOP OF THE FLOPS —PART 2

Dear Sir,
With regard to Mr M. K. Bowyer's letter in your August issue, I think that it is a good idea to know which games are not worth buying. So my worst games that I have seen or played are:

1. *3-deep Space* Vic 20.
2. *Alien Soccer* Vic 20.
3. *Catcha Snatcha* Vic 20.

I would also like to know if there is a *Q*bert*-type game for the Vic 20 (unexpanded or 16K).

Simon Heseltine
Hadfield
Cheshire


2.8.84

JEREMY YOUNGMAN
11 THE WARREN
OLD CATTON, NORWICH
NR6 7NN

WOT? NO BUGS ON MAILBAG PAGE?

DEAR SIR,
PLEASE WILL YOU PUT THE BUGS BACK AT THEIR RIGHTFUL PLACE ON TOP OF THE MAILBAG PAGE?
YOURS FAITHFULLY,
JSY
MR. J.S. YOUNGMAN

Kokotoni Wilf

'Kokotoni Wilf is an arcade adventure program whose undisguised intention is to steal the title of "best arcade adventure program bar non" from Jet Set Willy. Kokotoni Wilf must recover all of the pieces of the legendary Dragon Amulet (which has been scattered through time) for his master the great magician 'Ulrich'. Throughout the quest Wilf comes up against many dangers from huge Prehistoric Dinosaurs to hostile alien Robots, but the reward for recovering all of the pieces warrants the risk. The 48K program features a number of major advances over Jet Set Willy. The games' designer, ELITE, stresses that each of the games 60 plus screens settings is genuinely high resolution as opposed to psuedo high-res and doesn't require a title to explain what you're looking at. The Sprite characters are of cartoon quality and exhibit their own unique personalities. Impressive claims. Jet Set Willy fans will no doubt feel both sceptical and intrigued. Now they can find out for themselves!

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Spectrum 48K	@ £5.95 (Cass.)
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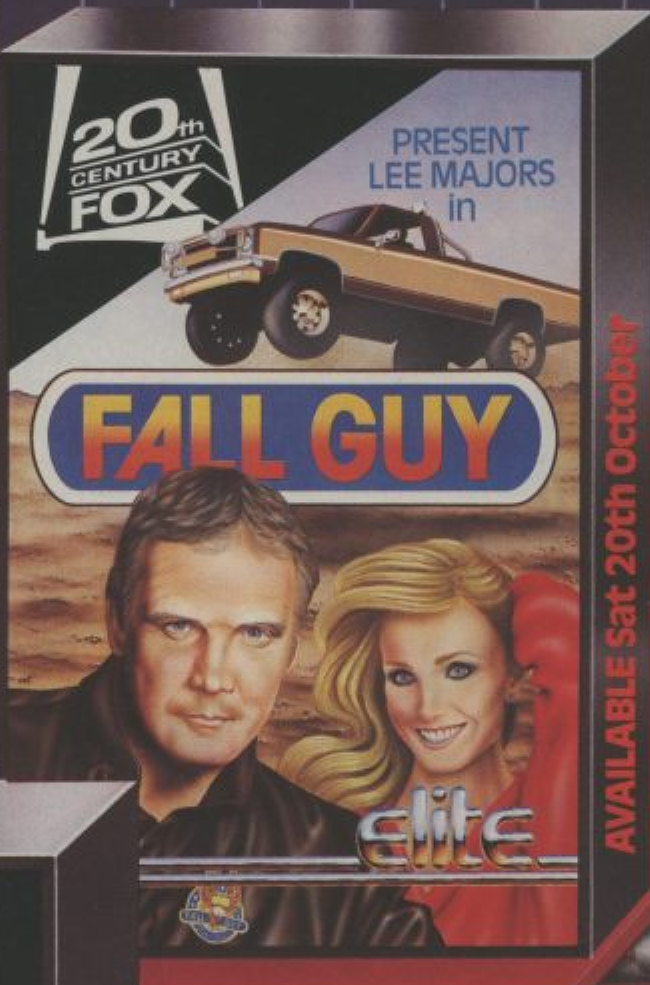
The Fall Guy

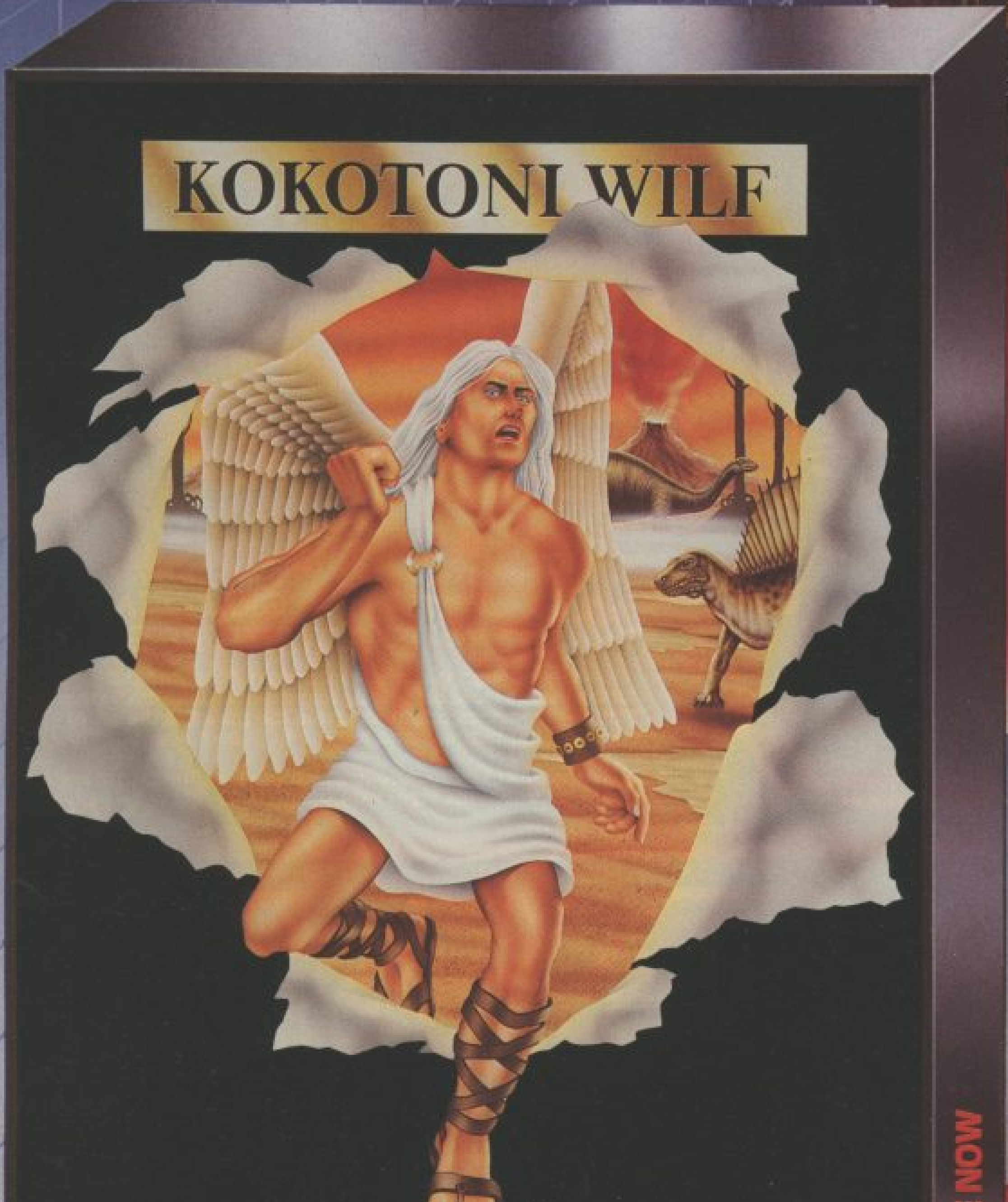
'Colt Seavers is a top Hollywood stuntman who uses the extraordinary skills he displays before the camera when moonlighting as a modern Bounty Hunter, who apprehends and brings in Bail Bond jumpers. Colt is ably assisted by his would-be manager Howie, his beautiful stunt girl protege, Jody, and Terri the lady from the Bail Bond Company, who hires Colt when he's not before the cameras.

The cast of characters is:

Colt Savers	LEE MAJORS
Jody Banks	HEATHER THOMAS
Howie Munson	DOUG BARR
Terri Micheals	MARKIE POST

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MEET THE POP TWINS!

Welcome to the *Thompson Twins Adventure!* If you manage to solve the riddle of the Twins Adventure, you could be sitting in the best seats in the house at a forthcoming Thompson Twins concert and also going backstage afterwards to meet Tom, Alannah and Joe!

In case you didn't notice, attached to the front of your favourite computer games magazine is a fantastic flexi-disc with a great program imprinted in its grooves. There's also a special message to *Computer & Video Games* readers from the Twins. Tom, Alannah and Joe have also allowed us to features their hit record *Doctor, Doctor* — which has quite a lot to do with the plot of the Adventure.

Elsewhere on this page you'll find details of how to use your flexi-record. But before you start loading up the program, listen to the message and the *Thompson Twins* track!

If you have never played an Adventure style game before, here's a few hints and tips. The computer will present you with a graphic screen depicting the Twins in various different locations. Below the picture you'll see some text which will describe the location and then ask you what you want to do.

The computer will tell you which directions you can move in — north, south, east or west. You can also move in or out, up or down.

But you'll need a wider vocabulary than that if you are going to solve the mystery of the *Thompson Twins Adventure* and win the prize!

Useful words are: TAKE, READ, DIG, LOOK and INV, short for inventory. INV will tell you what the Twins are carrying. They will need various items during their journey — so be careful not to pass anything up without thinking about it carefully.

The Doctor plays a big part in this Adventure, so listen to the Thompson Twins carefully — it might contain some clues.

Now all you have to do is solve the mystery — and you could be the lucky *Computer & Video Games* reader who gets to meet the Twins backstage after one of their forthcoming concerts. There will be other great prizes for runners-up too. Closing date for the competition is November 16th.

PLAY THE GAME

Below you'll find some hints on how to play the game and some advice on how to use your free flexi-disc. But we don't want to make it too easy for you, so we're not giving away too many clues right now. All you have to tell us is what sort of potion the Doctor has created . . . OK?

That may sound mysterious now, but when you've played the Adventure for a while things should become clearer. The first person to send their solution in to us will get the chance to meet the Twins! So get Adventuring — right now!

DOS & DONT'S

First, remember that this is NOT a floppy-disc. Don't try to use a disc drive to load it!

If you only have a record player and not a tape deck, you can load the Spectrum version directly from the record into the computer. Connect a lead from the headphone socket of the record player to the EAR input on the Spectrum. Set the record to a medium volume and turn off the loud-speakers, if you can. This will prevent you from hearing the awful screech!

If you have a record deck connected to a cassette recorder either separately or as part of a music centre, tape the record onto a normal cassette and then load this into the Spectrum. Check on the recording meter that the level is about half way across the range. If you have a VU meter, it should read +2.

The Commodore 64 will load only from cassette, so you'll have to tape the record first.

Do not try to put the record into a disc drive as it won't work. In fact, it will probably damage the disc drive.

Once you have a working copy on cassette, try loading it into the computer. If it doesn't load, tape the record again at a different level. If you still have problems, listen to one of your Commodore games through a normal cassette recorder. Listen for how loud the tape sounds and to the tone. Now, tape the record again and try to get your recording to sound like the other tape.

We're afraid that there just wasn't enough room on our front cover for two flexi-records — so we're asking Commodore 64 owners who want to enter our Thompson Twins Competition to fill in the coupon below and send it off to us. You'll then receive your very own Commodore 64 version of the Thompson Twins flexi-disc Adventure — completely FREE! Don't forget that we've extended the competition closing date so Commodore owners have just as much chance to win the big prizes as Spectrum people — but it's advisable to get those coupons in quickly!

***C&VG*/THOMPSONS TWINS FREE COMMODORE FLEXI-DISC OFFER**

Please send me my FREE Commodore Thompson Twins Adventure:

Name ....

Address ....

....

....

Send to: *Computer & Video Games*, Commodore Flexi-Disc Offer, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please allow 28 days for delivery.

THOMPSON TWINS/*COMPUTER & VIDEO GAMES* ADVENTURE COMPETITION

The secret of the Doctor's potion is....

....

Name..

Address..

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No entry is valid unless on this form.


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Eddie Kidd
JUMP CHALLENGE
If you've ever wondered how it feels to be Eddie Kidd . . . defying danger and gravity, soaring on a motor-bike over a long line of cars . . . here's your chance to find out!
This fabulous new game – Jump Challenge – has been produced for you by Martech, with a lot of help from Eddie himself.
At the age of 12, Eddie Kidd was jumping over oil barrels on a bicycle. At 18, he shattered the world record with his astounding leap of 190 feet – clearing 14 double-decker buses. Can you match his skill, courage, control and ice-cool nerve? Jump Challenge will show how you compare with the King of Motor-Cycle Stunts!
Just like Eddie, you'll start by trying to clear barrels on a bicycle . . . gradually working up to attempting Eddie's daring leaps which have thrilled millions around the world!
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WAR OF THE WORLDS

"The chances of anything coming from Mars are a million to one they said". So goes that famous line from Jeff Wayne's brilliant record of the *War of the Worlds* written by Herbert George Wells. And what has Feargal Sharkey got to do with it anyway, you might ask.

In our recent War of the Worlds Competition, we asked you to answer four questions connected to the WOW, one of which was to say who you thought Nigel Taylor, the WOW programmer, resembled. Well we think he looks like Feargal Sharkey, formerly lead singer with the *Undertones*. The *C&VG* team couldn't believe the number of people who thought Nigel looked like Boy George!

There were 45 magnificent prizes up for grabs, with Jeff Wayne's record of WOW, a copy of the game and a copy of H G Wells' book going to the first five correct entries out of the memory bin. Well done to: Daryl Ward, Leicester; Pedro Loureiro, Portugal; Alex Brown, Cheshire; Andrew Cox, Sussex and Jonathan Bramad, Sussex.

The next 15 names drawn won a copy of *War of the Worlds* Congrats to Michael McLaren, Glasgow; C Greenall, Lancs; Julien Bayliss, Wilts; Kiran Barue, London; Derek Staley, Lancs; Richard Bowden, Essex; Alistair Scott, Kent; Ian Dove, Surrey; Shaun O'Neill, Lancs; Gordon Adams, Glasgow; David Justensen, Surrey; Mark Mayo, Essex; Mike Eastgate, Worcs; Michael Craig, Co Durham and Jim Morrish, Ireland.

And finally, there were 25 copies of CRL's recent release, *Glug Glug*, as third prizes. No space to mention all the winners!

The prizes are on the way to you all and my the Green Meanies never land!



DAVID'S DAY OUT

In July's issue, you were asked to come up with a really original name for a brand new software house. And the prize winner was David Bucknall from Kent who came up with the name 'Elite'. David won a copy of Elite's brand new game *Kokotoni Wilf* and a day out at Alton Towers Pleasure Park with the programmers. From all accounts, David had a fantastic day!

Copies of *Kokotoni Wilf* will also be sent to 20 runners-up. Congratulations to: Alan Clubley, Halesowen; David Dudley, Lancs; Andrew Mealing, Middlesex; Andrew Hill, Sussex; P. Chenier, London; Keith Kimberley, Quinton; Janice Lloyd, London; Jamie Hornblow, Oxford; Robert Dawson, Shirley; Neil Cane, Harrow; Christopher Hester, W Yorks; Michael Stirling, Dundee; Paul Drage, London; Mark Hodson, Willenhall; Tim Hoare, Newcastle; Christian Maggs, Lancs; Derren Lee George, Dorset; Gary Haworth, Lancs; Stephen Silvers, Gt Yarmouth and Peter Brady from Ireland.

CAPTIONED!

The inviting lure of a Microvitec Monitor generated a huge number of entries to the Caption Competition held in July's issue's *Book of Games*.

All you had to do was study the cover carefully and come up with a witty repartee between the two aliens and the robot.

The entries were many and varied but the winning two that really took our fancy were first Matthew Russle from Devon with:

Alien 1: Oh no! Clive Sinclair's just head-butted my ship.
Alien 2: Shut-up and put the kettle on!
Robot: If he calls me a kettle again, I'm going home to mother!

And the second lucky winner was Kjell Nylund from Surrey with:

Alien 1: Kicked off the *C&VG* Top 30 chart by *Jet Set Willy!*
Alien 2: Forced into redundancy by the *Manic Miner!*
Robot: (groaning) Oh no! Not another industrial dispute!!!

Well done! You'll each be receiving a brand new monitor.

Three runner-up prizes of the internationally renowned *C&VG* "The Champ" tee-shirts have also been awarded to: R. E. Murphy, West Midlands; C Salisbury, Glamorgan and Mark Owen from Yorkshire.

MESSING AROUND IN BYTES!

Remember *Tiswas*? How about *O.T.T.*? Of course you do! Unless you've been on another planet for the last couple of years, you'll remember that *Tiswas* was the Saturday morning show that everybody dragged themselves out of bed to watch. It had everything — including lots of custard pie fights and unmentionable liquids being thrown over people trapped in a prison cage! Then came *O.T.T.* which included lots more of the same, except that the people were a bit older and you had to stay up past midnight to watch it. Those were the days!

Anyway, the man behind a lot of that mayhem was TV presenter Chris Tarrant, who has lately developed an interest in computer games. More than that, he's made a video all about them called *The World's Greatest Computer Games.*

The video features several top games released during the past 12 months or so and Chris describes the games from the comfort of an armchair while battling with assorted aliens and crazy climbers. Chris gives verdicts on the games in his own, very individual, style.

So what do you have to do to win one of these much sought after videotapes? Read on . . .

What we want you to do is describe and illustrate a screen from a game featuring Mr Tarrant, lots of custard pies and buckets of slime! Well, that's just one idea — perhaps you can come up with a better one!

If you don't think you can draw a picture, just describe your game idea to us. The only rule is that Chris must feature in the game somewhere — even if it's just as a target for the Phantom Flan Flinger!

Send your entries, with the coupon to *Computer & Video Games*, Video Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Usual *C&VG* rules apply and the Editor's decision is final. Only 50 entries will get a prize, so start devising your game today!

C&VG/CHRIS TARRANT VIDEO COMPETITION

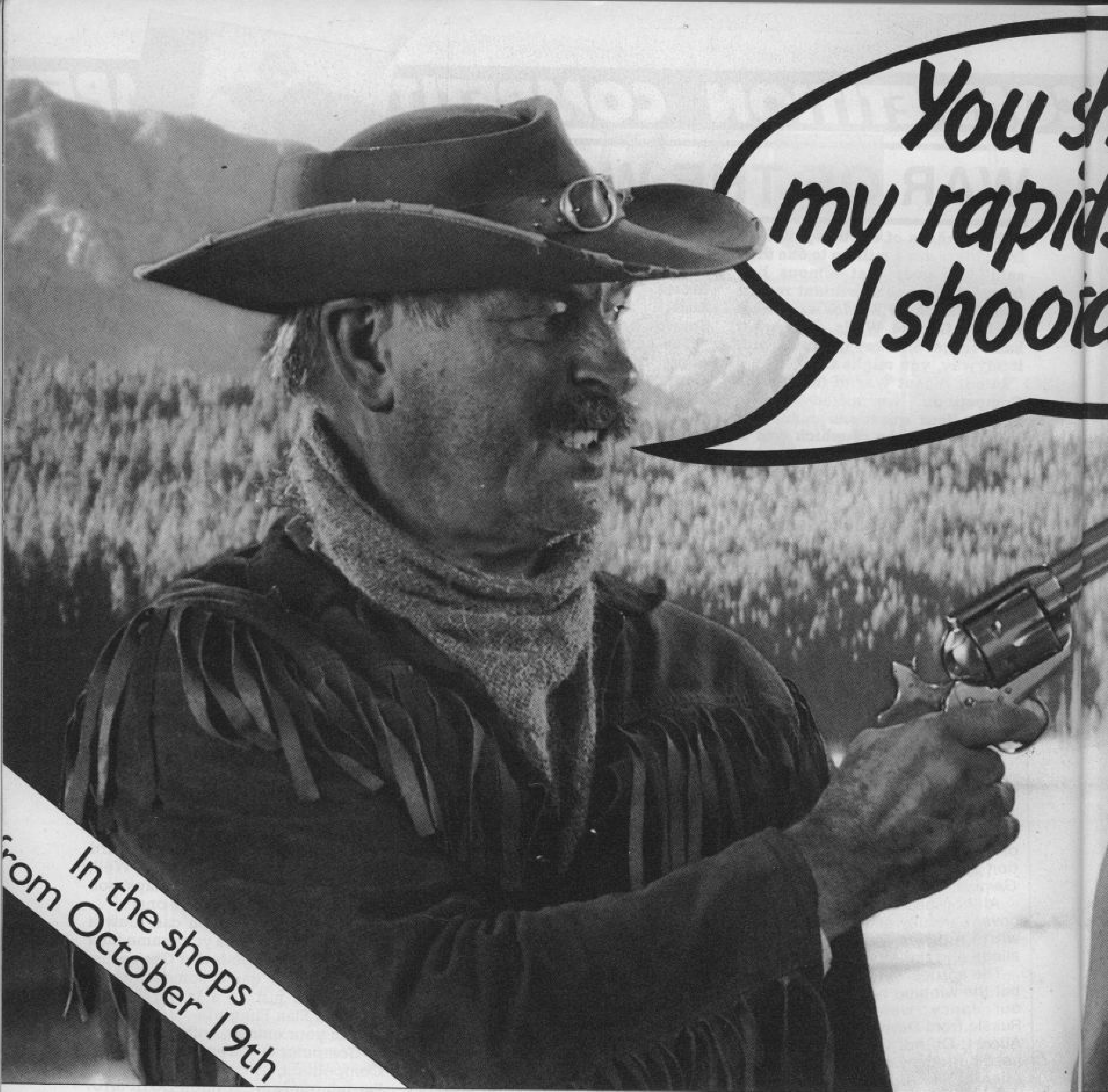
I've called my game: ....

Name..............................

Address..............................

....

Please tick box VHS ☐ Betamax ☐



CLIFF HANGER

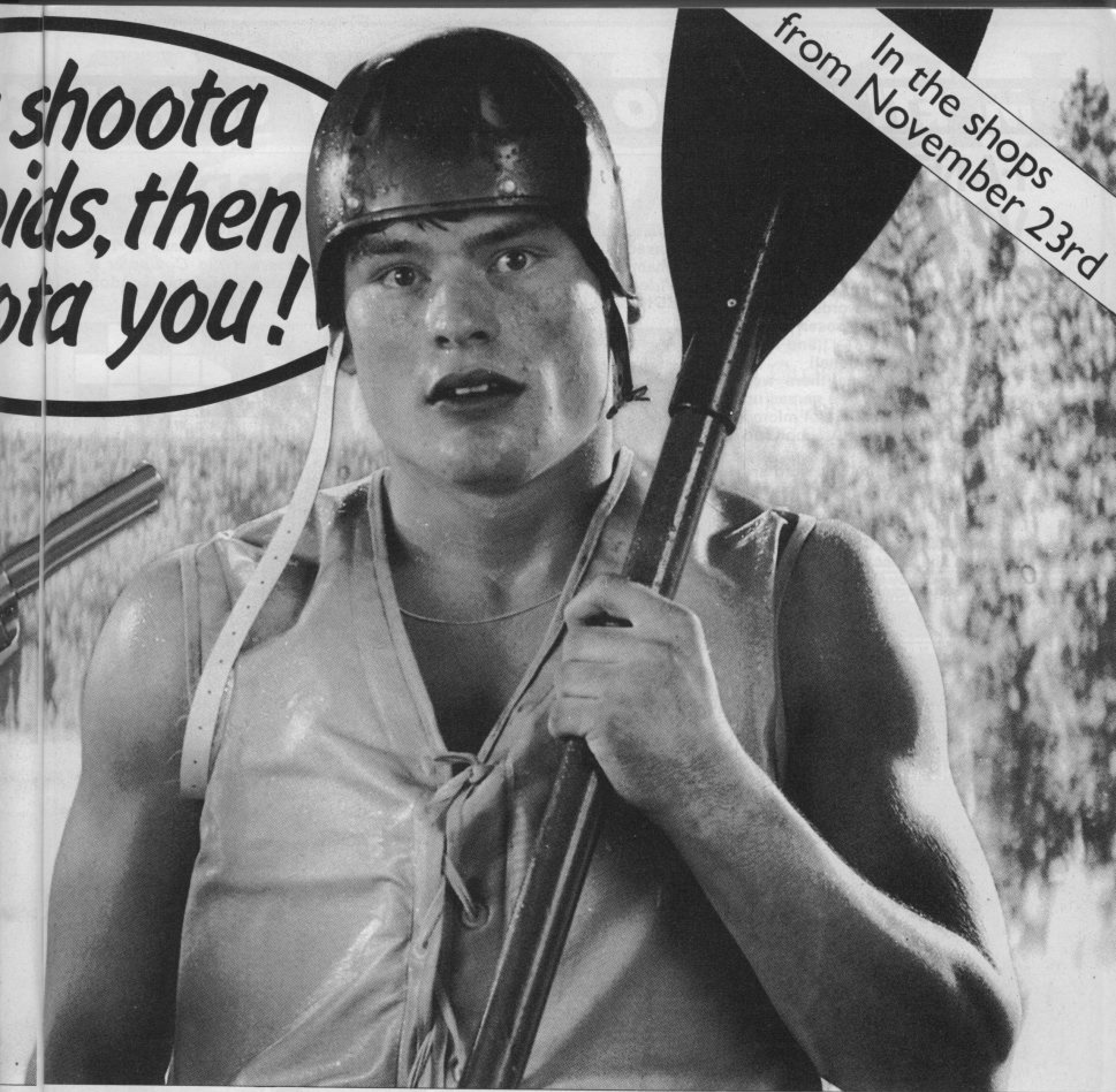
AUTHOR – JAMES DAY ORIGINAL MUSIC – BRIAN DOE

Thrill to the cartoon style action of Cliff Hanger, a really original, Wild West game. As Cliff the hero, you've got to stop the bandito shooting up the canyon. But with its own brand of wacky cartoon action fun, things simply aren't as they seem in Cliff Hanger. For a start, the boulder you throw at the ol' bandito may just come bouncing back at you.

Cliff Hanger incorporates all the elements that have made New Generation games best sellers for the Spectrum, such as original ideas, superb graphics and hilarious happenings – but now it's available first for the Commodore 64.

Featuring 50 separate screens, three levels of difficulty, one or two players scoring, Hall of fame and joystick compatibility or user defined keys, Cliff Hanger is set to be **THE** Commodore games playing sensation. Available from any good software store for just **£7.95.**

Selected titles of New Generation Software are available from your local computer store and larger branches of: John Menzies WHSMITH Boots WOOLWORTH Spectrum



Shoot the Rapids

AUTHOR – PAUL BUNN

Ever wondered what it would be like to face the fierce white water in a top class canoeist slalom run? Well wonder no more because you can enjoy the fast action thrill of competitive canoeing from the comfort of your own armchair with Shoot the Rapids.

It's a game that involves real skill because you must move your joystick to simulate paddling action. You must get through the gates of the slalom course in the fastest time possible, while avoiding the river bank and rocks. There are also extra hazards like rogue speed boats and interfering beavers to worry about.

This multi level game features increasingly difficult river courses with superb graphics and smooth scrolling along the river. Qualifying times have to be reached to move onto the next course.

With Hall of Fame, one or two player scoring and joystick compatibility, Shoot the Rapids is probably the best sports action simulation game devised to date. Available from any good software store for just **£7.95.**

New Generation Software

NEW GENERATION SOFTWARE
FREEPOST Bath BA2 4TD
Tel: 0225 316924

GSH

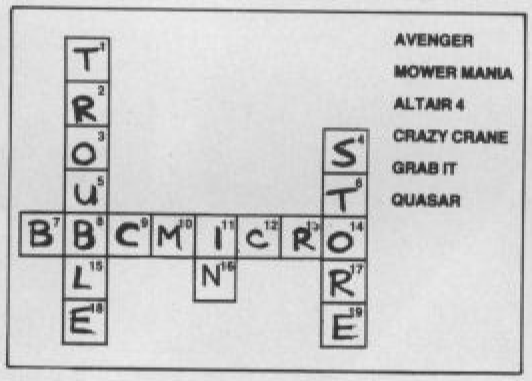
New Generation products are sold according to their terms of trade and conditions of sale.

FANTASTIC VOYAGER!

In August, we asked you to take a voyage into the world of thinking caps and cryptic quizwords to come up with answers to a poser set by Voyager Software — and the response was phenomenal!

Not surprising since there was over £2,000 worth of free games up for grabs on a wide range of micros — Vic-20, CBM 64, Dragon and Spectrum.

The answers to the Quizword are below and the lucky winners will receive either *Avenger* on the Dragon; *Mower Mania,* Vic-20; *Altair 4,* CBM 64; *Quasar,* CBM 64 or *Crazy Crane* on the Spectrum. Prizes are on the way. *Crazy Crane* winners will receive their copies hot off the press in a few weeks time.



Quo Vadis?

Lots of you seemingly spent most of your spare time lately attempting to solve the mystery of Quo Vadis?

In case you've forgotten, Quo Vadis? was the special three part adventure mystery developed by the computer pop band, *Mainframe.*

The prize for the first two people to crack the mystery and answer all the questions correctly was a wonderful Coleco Adam computer system, which comes complete with printer, tape player and joysticks.

The first two people out of the *C&VG* memory bin were James Closs of Shepperton, Middlesex and Stephen Atty of Wigan, Lancashire. Well done! Your Adams will soon be on the way.

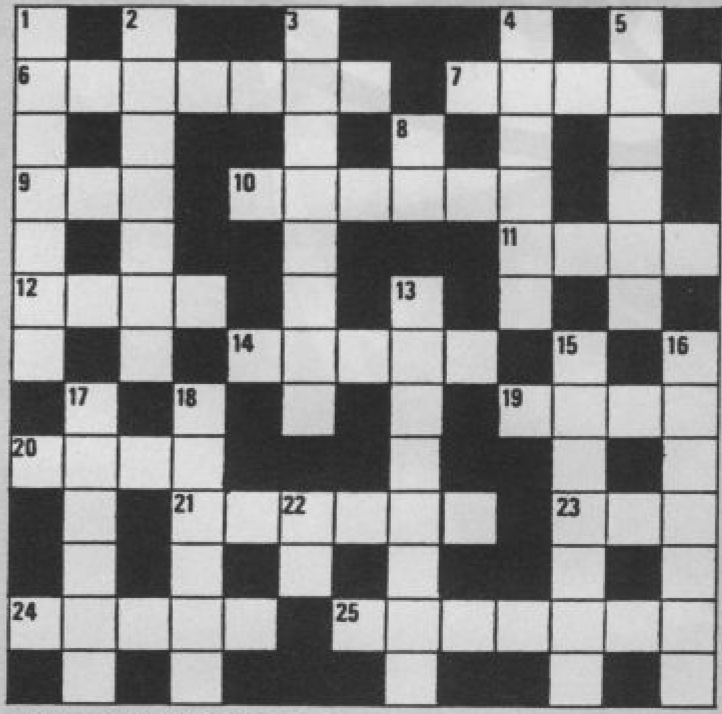
Ten runners up will be receiving copies of *Mainframe*'s latest album, called *Tenants* of the *Latticework* and ten more will be getting the amazing *Computer & Video Games* tee-shirt! Every one a winner!

So you want to know the right answers, do you? Well, here they are: 1 a) Canute b) Control C 2.a) How many bits in a kilobyte? b) 8192 3. a) 5th January 1792 b) St Mary, Newington. 4 Iacta Alea Est (The Die is Cast) 5. a) 6809 b) Dragon. 6. Mainframe 7. Augusta Ada Byron. 8. Domine Dirige Nos (Lord, Direct Us).

Well done everyone who entered — and watch out for another *Mainframe* mystery in the *Computer & Video Games* Yearbook.

CROSSWORD

This is another in our series of brand new *C&VG* crosswords. The first three correct answers out of the *C&VG* memory bin will get an amazing "The Champ" tee-shirt. Just send your completed crossword to *Computer & Video Games,* Crossword, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



Clues — Down

6. Unfriendly alien in Star Trek (7)
7. Type of chess piece (not the Queen or Rooks) (5)
9. Optional BASIC statements (3)
10 End (6)
11. M-icro (anagram) (4)
12. Input organs for speech synthesis? (4)
14. Sum (5)
19. Earth's largest satellite (4)
20. Computer information (4)
21. BBC Teletext (6)
23. Sort of code used in retailing (3)
24. Colour micro — from Aladdin's lamp? (5)
25. Othello (7)

Clues — Across

1. Good at games (7)
2. The display on a TV screen (7)
3. Positive electron (8)
4. Chess piece that moves diagonally (6)
5. Bilbo Baggins, for example (6)
8. 3 in binary (2)
13. Film in which a home computer threatens global destruction! (3,5)
15. Large military aircraft (7)
16. Humanoid (7)
17. How computer games will run on a more powerful machine (6)
18. Strategy (8)
22. Friendly alien in a film (2



Cryptic clues, fevered brows and much pulling out of hair seem to be the order of the day with Henry Howarth's crossword. Still, a fair number of you managed to come out relatively unscathed with all the clues right.

The first three correct entries to be pulled from the pile have all won "Tee-Shirts". Congrats to M G Stephenson, Northumberland; Paul Mason, Cumbria and M Kaye from Swindon.

The next crossword will be appearing in all its full glory in the December issue — look out for it if you want an exclusive *C&VG* "The Champ" tee-shirt.

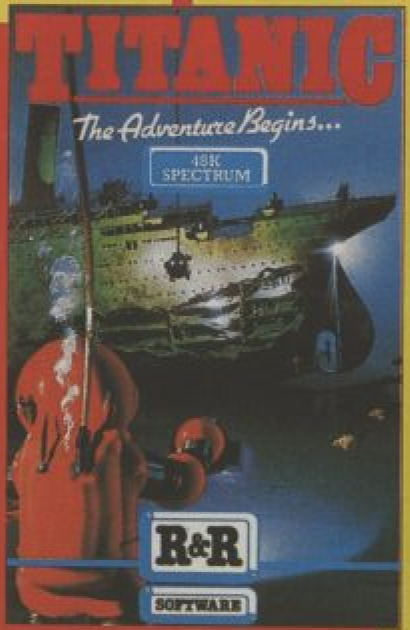

THE HUNCH IS BACK
Your favourite bell ringer, the all-conquering Quasimodo, leaps back into action on another breathtaking epic with Esmerelda! Another superb Ocean extravanganza!
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ocean
Ocean Software is available from selected branches of: WOOLWORTH, WHSMITH, John Menzies, Boots, LASKYS, Rumbelows
Spectrum Shops and all good software dealers. Trade enquiries welcome.

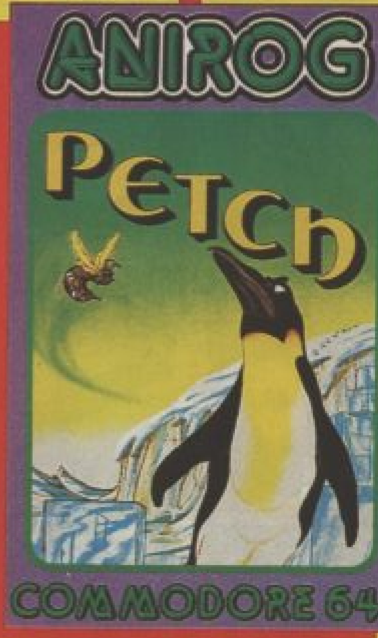
DAILY Mirror

COMPUTER & VIDEO GAMES

SOFTWARE TOP 30





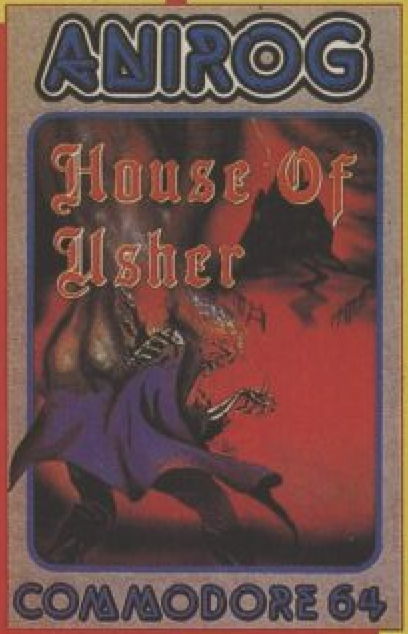




THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE Publisher	Computer	SPECTRUM	VIC 20	CMMDRE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	OTHER
					(Available on)								
1	1	11	JET SET WILLY SOFTWARE PROJECTS	SPECTRUM	●								
2	4	5	BEACH HEAD ACCESS/U.S. GOLD	COMMODORE 64			●						
3	5	3	FULL THROTTLE MICROMEGA	SPECTRUM	●								
4	2	4	TORNADO LOW LEVEL VORTEX	SPECTRUM	●								
5	3	5	SABRE WULF ULTIMATE	SPECTRUM	●								
6	9	2	MATCH POINT PSION	SPECTRUM	●								
7	13	5	LORDS OF MIDNIGHT BEYOND	SPECTRUM	●								
8	12	6	JACK & THE BEANSTALK THOR	SPECTRUM	●								
9	15	4	VALHALLA LEGEND	COMMODORE 64	●		●						
10	17	9	TRASHMAN NEW GENERATION	SPECTRUM	●		●						

8	12	6	JACK & THE BEANSTALK THOR	SPECTRUM	●								
9	15	4	VALHALLA LEGEND	COMMODORE 64	●		●						
10	17	9	TRASHMAN NEW GENERATION	SPECTRUM	●		●						
11	—	1	MICRO OLYMPICS DATA BASE/MICRO USER	SPECTRUM	●							●	
12	14	6	PSYTRON BEYOND	SPECTRUM	●								
13	—	1	KOSMIC KANGA MICROMANIA	SPECTRUM	●								
14	7	12	FIGHTER PILOT DIGITAL INTEGRATION	SPECTRUM	●								
15	6	6	MUGSY MELBOURNE HOUSE	SPECTRUM	●								
16	—	1	WORLD CUP FOOTBALL ARTIC	SPECTRUM	●								
17	16	11	MANIC MINER BUGBYTE/SOFTWARE PROJECTS	SPECTRUM	●		●						
18	18	12	ATIC ATAC ULTIMATE	SPECTRUM	●								
19	—	1	PILOT 64 ABBEX	COMMODORE 64			●						
20	23	11	NIGHT GUNNER DIGITAL INTEGRATION	SPECTRUM	●								
21	—	1	FOOTBALL MANAGER ADDICTIVE GAMES	COMMODORE 64	●		●					●	●
22	—	1	DECATHLON ACTIVISION	COMMODORE 64			●						
23	—	1	HARRIER ATTACK DURRELL	SPECTRUM	●								
24	30	2	FLIGHT PATH 737 ANIROG	VIC-20		●	●						
25	20	7	INTERNATIONAL SOCCER COMMODORE	COMMODORE 64			●						
26	8	10	CODE NAME MAT MICROMEGA	SPECTRUM	●								
27	29	2	SPACE PILOT ANIROG	COMMODORE 64			●						
28	—	1	MANIC MINER SOFTWARE PROJECTS	COMMODORE 64	●		●						
29	—	1	LOCO ALLIGATA	COMMODORE 64			●						
30	10	3	ARABIAN NIGHTS INTERCEPTOR	COMMODORE 64			●						

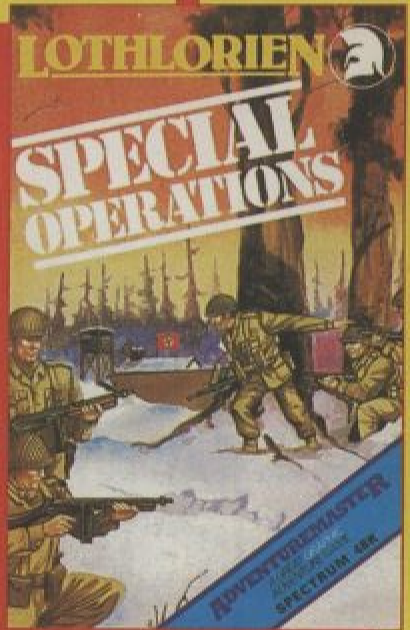


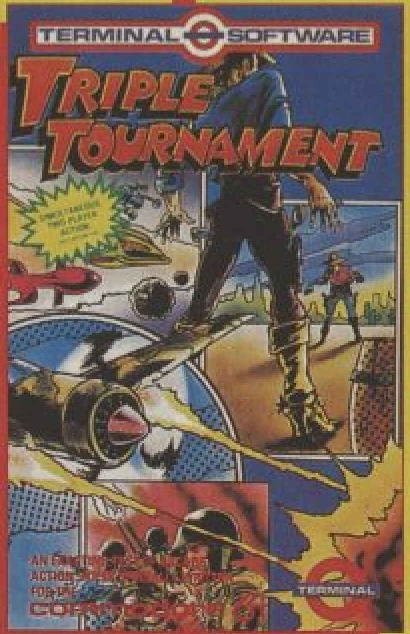




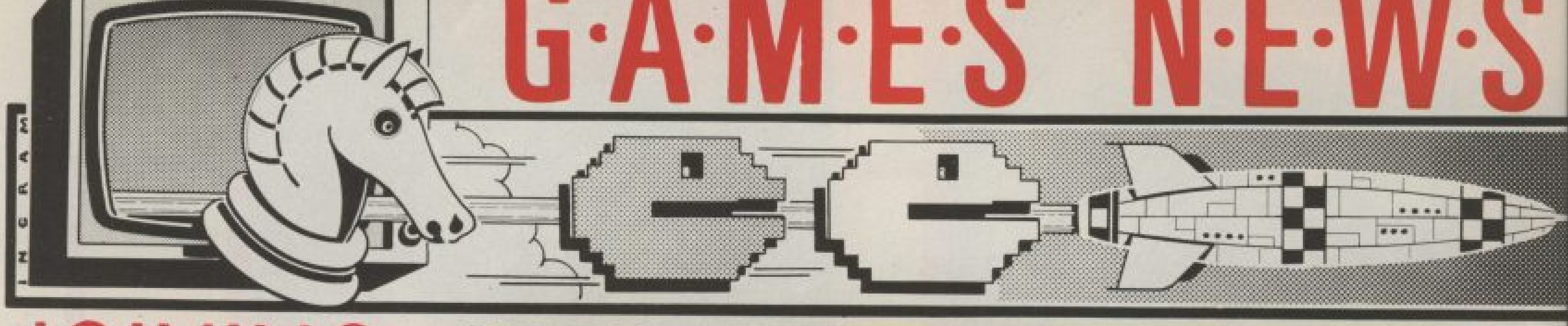
Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.
Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.
Information compiled by N.O.P. Market Research Ltd.







G·A·M·E·S N·E·W·S



JOINING THE ELITE

ELITE

When a software company which has quietly and modestly produced some of the best computer games around over the last two years, phones you and tells you it has a great new game coming out, you have to sit up and take notice.

The name of the game is *Elite* and it certainly ranks with a handful of other games as one of the main launches of the Autumn-Christmas period.

To achieve Elite status, you require many skills. First, you need to master the controls of your Cobra space ship. Acornsoft, the manufacturer of *Elite,* does not expect anyone to achieve Elite before Christmas.

There is a certain reverence in Neil Raine's voice when he talks about Elite status. He is the man who wrote *Planetoid* and, most recently, is the man with the highest score on *Elite.* "I have been playing it more or less solidly for four weeks now and have achieved the rank of "dangerous" which is three ranks away from Elite. We launch the game in September and I doubt if anyone will achieve Elite before Christmas".

Mastering control of the Cobra is like a game in itself — a space age flight simulation.

The Cobra Mark III is equipped with lasers, defence shields, fuel scoops and a highly sophisticated radar capable of long-range and short-range scanning. The good thing about the Cobra is that it is capable of being up-graded, providing you have earned enough cash to purchase the required enhancement.

This is the key to becoming Elite — having a truly souped up Cobra Mark III.

In order to get the cash to do this, you have to buy and sell commodities from other planets. The computer will give you an information briefing on the planet you want to trade with, for example, its type of government, currency, and prices of all the vital goods needed to support life.

If you trade shrewdly, you may have enough cash to buy some military hardware — such as a powerful laser, a very useful enhancement as it can blast pirate ships at very long range.





The important thing to grasp about *Elite* is that it's more than just a 3D-style shoot-'em-up. It combines elements of strategy, flight simulation and arcade gaming all in one game.

If you enlist in the Elite corps, you will be able to keep a check on the latest high scores in our Hall of Fame as *Elite* will be joining with *Planetoid* and *Zalaga* in the UK's most exciting high score chart.

Elite is in the shops now at £14.95 for the cassette version and £17.65 on disc for the BBC.

MINEFIELD FOR MONTY!

MONTY MOLE

Flying pickets, man-eating fish, manic coal drills, deadly hairspray cans and the fearsome Arthur Scargill have all teamed up in a fascinating new game that has a definite political slant.

WANTED: Monty Mole is a climbing game in the *Manic Miner* tradition. The game is set in a coalmine deep underground in South Yorkshire. Monty the Mole has made his way secretly into the mine, intent on finding his way to Arthur Scargill's underground castle to steal the secret ballot papers and the votes casting scroll.



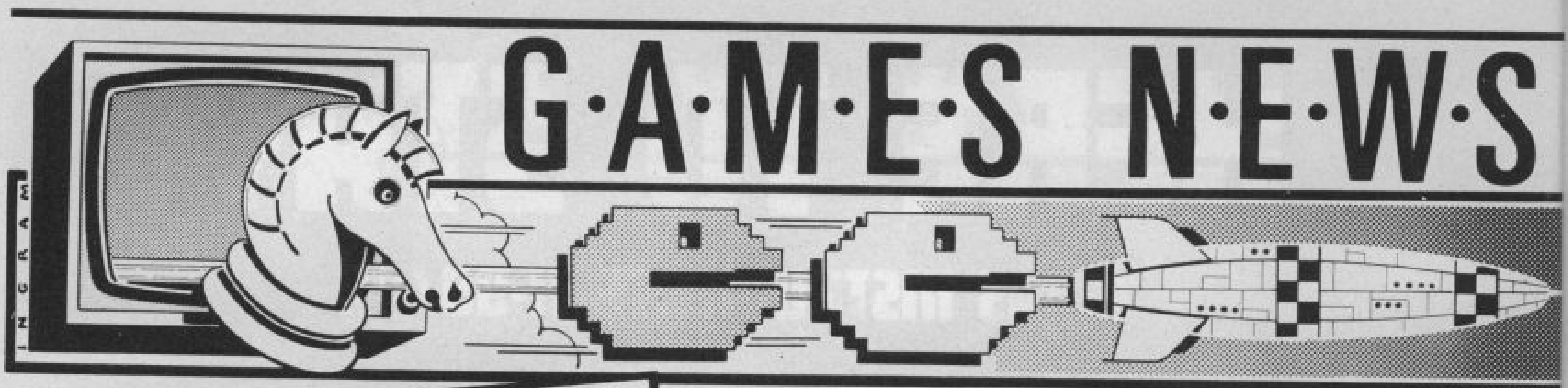


But Arthur's no fool when it comes to the heavy stuff and his personal bodyguard of super fit pickets and deadly flying hairspray will do anything to stop Monty rigging the election.

The program was written by Peter Harrap, a Mine Safety Officer's son. Gremlin, the company producing the game, claims that Monty the Mole is not an exercise in poking fun at the miners' dispute. To prove their point, Gremlin has already donated £250 to the Miners' Welfare Fund and a further 5p for each copy of the game sold will be given to the charity.

WANTED: Monty Mole runs on the 48k Spectrum and the Commodore 64 and is available from Gremlin Graphics — £7.95 for the Commodore game and £6.95 for the Spectrum version.

G·A·M·E·S N·E·W·S



LOCAL TALENT!

TALENT

A brand new software company, called Talent Computer Systems, certainly seems to have been aptly named. The three members of the software design team are amongst the top programmers that have been turned out of British universities over the last few years.

One of the directors of Talent, Professor Andrew Colin, was the head of the computer science department of the University of Strathclyde for over ten years.

The first of their three games is *West*, a challenging Adventure set in a ghost town in the Wild West. The player must flush out a gang of robbers and collect their loot.

Kalah is a program based on an ancient Bedouin game played with pebbles and a board made from holes scooped out of the ground.

The final game in Talent's first batch of software is *Archipelago*. The player in this game must try to retrieve a cache of fabulous jewels from a series of undersea mazes which link the islands together. At the same time, he must shoot, or avoid, the deadly guardians of the treasure.

Archipelago and *Kalah* run on the Commodore 64 and cost £7.95 each. West runs on the BBC, Electron and the 64 and costs £9.95.

WOT? NO SUNDIAL?

SUNDIAL OF PI

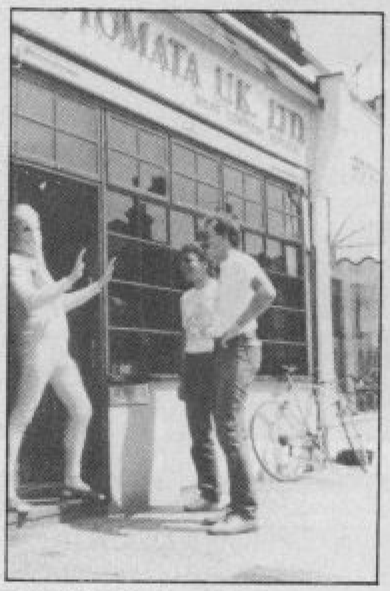
German Pimaniacs, Jurgen Hermannus and Volker Goller, were diappointed when they turned up at Automata UK's offices on the 27th July convinced they had cracked the game with the prize trinket of the Golden Sundial of Pi.

The two mathematics students from Heidelberg University reckoned that, if you look at the PiMan's legs in a mirror, they say 27/7.

The PiMan had to disappoint them and was on hand to tell them that that solution was not good enough to earn the £6,000 prize.

Pi-fever has been running at a particularly high level over the last few weeks as many Pimaniacs have been convinced that the sundial is about to be claimed.

Jurgen and Volker had hoped to retire on the money they would make from selling the sundial but decided to cut their losses instead and have a holiday in England as they were already here.



US INVADES B'HAM!

U.S. GOLD

Up to now only Atari and Commodore 64 owners have been able to enjoy the huge wealth of excellent American software that has started to flood across the Atlantic.

One company, U.S. Gold, has been at the forefront of the push to bring the best of the U.S. software to Britain. The company — a joint project between Ocean Software and Birmingham-based Centresoft — has, until recently, concentrated solely on importing software from the States but, with the addition of Ocean's programming talent to the firm, a whole range of new Spectrum titles, based on Sega's arcade games, is planned to be released.

The first game to be launched will be *Beach-head*. The Commodore version shot straight to the top of the *C&VG*/Daily Mirror Chart and was voted the best game for sound and graphics in the USA in 1983.

U.S. Gold is also planning to follow up *Beach-head* with the simultaneous launch on the Spectrum and Commodore 64 of its sequel — *Raid over Moscow* in late September.

The ten other games, all licensed from the American arcade giant, Sega, are: *Zaxxon, Fort Apocalypse, Solo Flight, Blue Max, Flak, Congo Bongo, Tapper, Up and Down, Buck Rogers* and America's most popular arcade game of the moment — *Spy Hunter*.

JOLLY GOOD VALUEPACKS

BEAU JOLLY

Beau Jolly, the people who have taken over Imagine's range of titles, are bringing out bumper-bundles of the now defunct Liverpool company's games in special Valuepacks.

These Valuepacks should be available right now — and there are four different flavours for the Commodore 64, Spectrum 48k, Spectrum 16k and Vic 20. Commodore 64, Vic-20 and Spectrum 48k get six games per Valuepack, Spectrum 16k owners get four. The six-packs cost £19.99 and the four-packs £14.99.

Games included in the Commodore pack are *Arcadia, Pedro, Cosmic Cruiser, BC Bill, Invaders* and *3D Jumpin' Jack*. The Vic-20 package has *Wacky Waiters, Arcadia, Catcha Snatcha, Bewitched, 3D Jumpin' Jack* and *Invaders*. 48k Spectrum owners can purchase *Cosmic Cruiser, BC Bill, Pedro, Zzoom, Zip Zap* and *Alchemist*. The 16k Spectrum pack includes *Arcadia, Ah Diddums, Molar Maul* and *Jumping Jack*.

So, if you missed some of these old Imagine favourites, now's your chance to catch up.

More Valuepacks will be launched nearer Christmas.

LITTLE GEM FOR THE AMSTRAD

Software for the new Amstrad micro is gradually appearing. One of the first, or perhaps it is the first, Adventure games for this machine comes from Kuma Computers of Pangbourne, Berkshire.

Gems of Stradus is a colour graphics Adventure which involves finding a casket of gems hidden in one of 100 rooms.

Kuma says the game's vocabulary is very user friendly and there is a Help function if you get stuck and can't afford the postage to write to *C&VG*'s Adventure Helpline!

Kuma says that *Gems of Stradus* is the first in a range of Adventures for the Amstrad. It is available from Kuma or good computer stores.

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COMMODORE 64 TOP 50	RRP	OUR PRICE
Death Star	9.95	8.75
Beach Head	9.95	8.75
Tails of the Arabian Nights	7.00	5.95
Percy And the Potty Pigeon	7.95	6.90
Football Manager	7.95	6.90
Pitfall	9.99	9.45
Beamrider	9.99	9.45
H.G.R.O.	9.99	9.45
Decathlon (Activision)	9.99	9.45
International Soccer	9.95	8.95
Decathlon (Ocean)	9.95	6.85
Soloflight	14.95	12.75
Flip & Flop	8.95	7.85
Astro Chase	8.95	7.85
Dare Devil Denis	7.95	6.90
Valhalla	14.95	12.75
Hulk	9.95	8.75
Evil Dead	6.99	5.90
Encounter	8.95	7.85
Wimbledon 64	7.95	6.90
Trashman	7.95	6.90
Micro Olympics	5.95	5.25
Forbidden Forest	9.95	7.95
Aztec Challenge	9.95	7.95
Manic Miner	6.95	5.95
Olympic Skier	6.95	5.95
Bogo's Night Out	6.90	5.90
Flight Path 737	7.95	6.90
Son of Blagger	7.95	6.90
Space Pilot	7.95	6.90
Revenge of the Mutant Camels	7.50	6.45
Jonney Reb	6.95	5.95
Harrier Attack	6.95	5.95
Black Hawk	9.95	8.95
Mission 1	8.95	7.85
Colossal Adventure	9.95	8.75
Snowball	9.95	8.75
Lords of Time	9.95	8.75
Adventure Quest	9.95	8.75
Dungeon Adventure	9.95	8.75
Caverns of Kaftan	9.95	8.75
Practifile	49.95	39.95
Blagger	7.95	6.90
Ten Little Indians	9.95	8.75
Blue Thunder	6.95	5.95
Flak (Disc)	9.95	8.75
Snokie	9.95	8.75
Strip Poker	9.95	8.75
Jumpman (on 2 cassettes)	29.95	24.95
Archan (Disk)	29.95	24.95

SPECTRUM TOP 30	RRP	OUR PRICE
Full Throttle	6.95	5.95
Match Point	7.95	6.90
World Cup	6.95	5.95
Tornado Low Level	5.95	4.95
Jet Set Willy	5.95	4.95
Worse Things Happen at Sea	5.95	4.95
Factory Breakout	5.95	4.95
Sabre Wulf	9.95	8.75
Stop the Express	5.95	4.95
Micro Olympics	5.95	4.95
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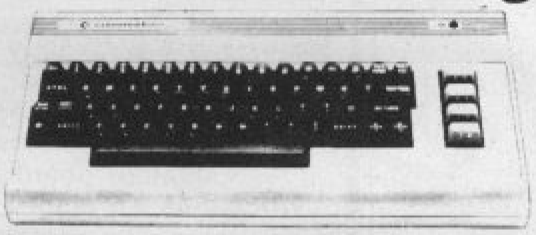
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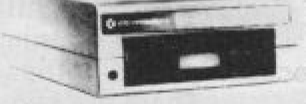


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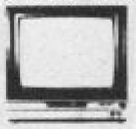
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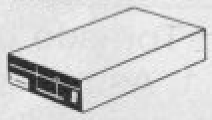
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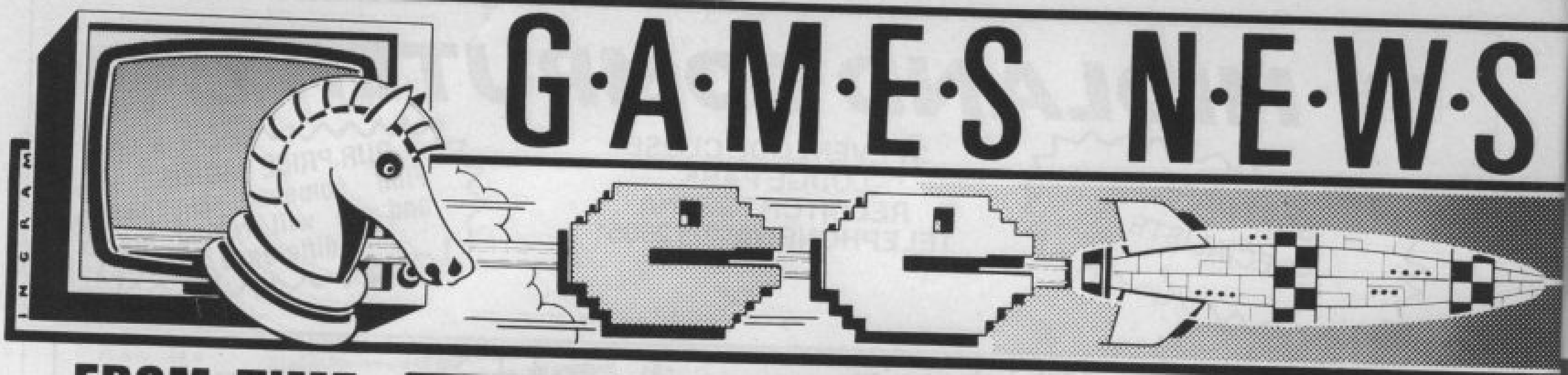
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CG79

G·A·M·E·S N·E·W·S



FROM TIME TO TIME

TIME ZONE

Time Zone is a new release for the Commodore 64 which promises "some of the very best and certainly the most original" graphics on the 64, according to Channel 8 Software, the people behind the game.

The scenario goes like this. You have to battle against alien life forms which have mutated to look like creatures and objects from five different time zones — ranging from prehistoric times to the future. *Time Zone* comes on tape and will cost £6.95.

ZIGGY'S BACK WITH A BACKPACK

ZIGGY

Ziggy, the star of several Fantasy's games, including the *Pyramid*, has come out of retirement to star in a series of three games which the company is heralding as the first, true graphical Adventure games.

Caverns of Exile is the first of a new series of games entitled *The Backpacker's Guide to the Universe..*

The game comes in two parts. The first program contains the actual arcade game while the second is a huge guide to the perils you and Ziggy will face during your Adventure, giving you advice on which routes to take and which monsters to avoid.

Caverns of Exile is scheduled to be launched for Christmas, the second early in the early New Year and the last of the trio — *The Final Conflict* — later in the year.

Nearer the present, Fantasy is releasing a new game for the Spectrum called *Time Warp*. In the game, you take on the character of Dezzi, the pilot of a deep space cargo.

Time Warp and *Backpacker's Guide to the Universe* are produced by Fantasy Software for the Spectrum and will cost £5.50 and £7.50 repsectively.

DESIGNER OF THE MONTH

NAME: Tosta Panayi.

BORN: Manchester, 1957.

GAMES: Tornado Low Level, Android 1, Astral Convoy and two ZX81 games published on Michael Orwin's compilation.



You would think that Tosta Panayi would be soaking up the sun with his relatives in Cyprus, following the success of *Tornado Low Level.*

No such luxury for Tosta — who is already hard at work on the sequel to *T.L.L.* "It will be a progression from *T.L.L.* — though on a much grander scale with lots of extra features, making full use of all we learned on *T.L.L.* and *Android.*"

As with *Android,* the Commodore 64 version of *T.L.L.* will be released soon by Ocean which has acquired the rights to the conversion.

"I first got hooked on computing when I bought a ZX81 by mail order from Sinclair. I learned Basic from the manual and was soon writing my own programs — though in my spare time as I was working during the day for British Aerospace on infra-red systems.

Tosta is never far from the world of flying as, when he is not huddled over a Spectrum keyboard, he is leaping out of planes with a parachute on his back.

Vortex is described by Tosta as a family firm, "my brother-in-law is the company secretary."

Tosta is now working full time for Vortex and hopes to produce the sequel to *T.T.L.* in less than the six months of evenings that it took to produce the first game. "I have now refined my techniques."

Favourite Food: Chinese.
Favourite Drink: Orange Juice.
Favourite TV Programmes: Birds of Prey, Young Ones.
Favourite Computer Game: Fighter Pilot.
Countries Visited: Cyprus, Crete, France.
The thing about computing that most makes me want to throw up: Piracy.

BATTLES OF THE WORKSHOP

GAMES WORKSHOP

The new Games Workshop has always been connected with fantasy board games like *Dungeons & Dragons.* Until now that is. The gamesters at the Workshop are bringing out two new titles for the Spectrum 48k. The first, *Battlecars,* is based on the board game of the same name and involves racing about in heavily armoured deathmobiles challenging other drivers to a duel to the death. It's a two player game and the screen displays three real-time map windows simultaneoulsy plus other instrumentation necessary for a Battlecar driver.

There are two different scenarios, a speed-circuit or a town centre labyrinth.

The second new game is called *D-Day* and is a graphic war game based on the 1944 Normandy landings. Two players battle it out over four different locations.

Both games should be available around October and will sell for £7.95.

SPECTRUM 48K



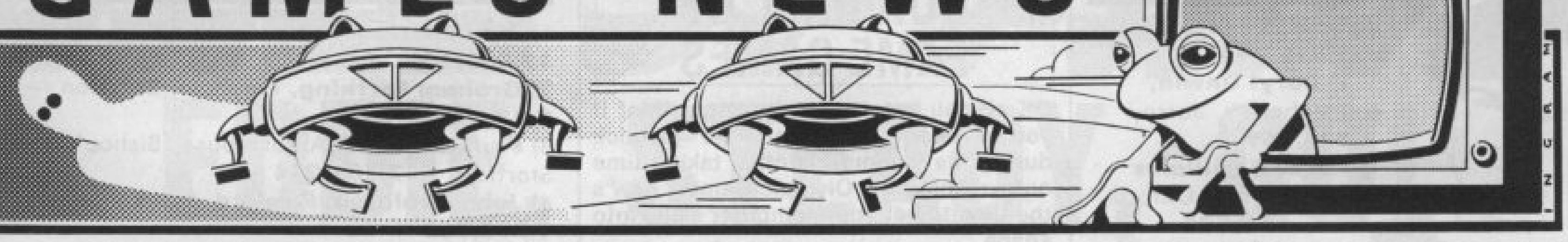
Win one of five BMX bikes playing the only game ever to enter the Computer and Video Games' Hall of Fame, before its launch!

See September or October issues of C&VG for details, or write to The Edge. Can you handle the Starbike? Spectrum 48K £6.95 on Cassette

Available at selected branches of: W.H.Smith, Boots, Dixons, John Menzies, Lightning Dealers & Selfridges and all good software outlets. Dealers' contact: The Edge on 01 240 1422, or EMI Distribution

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G·A·M·E·S N·E·W·S



BOMBSHELL FROM COMMODORE

BOMBER MISSION

More than just a flight simulator, Commodore's latest addition to the wide range of games software for the Vic 20 challenges you to pilot a World War II fighter bomber on a mission over hostile territory.

As pilot, you fly your aircraft to the target, bomb it and then return to base. Simple! But wait ... first you must select the most strategic target, weighing the risks carefully. How much time is available to complete the mission? What is the best type of weapon? How much fuel do you need?

Enemy intelligence is good and an attack on your airfield is imminent to prevent your mission getting off the ground. You must take off before your aircraft is blown up on the ground.

Once airborne and on the correct course for your target, watch your radar screen carefully for enemy fighters. Shoot them down before they damage your aircraft — but don't forget the other instruments! Fly too high and your fuel lines will freeze, too fast and your engines will overheat, too slow and you will stall.

Once the target has been bombed, and assuming you get safely back to base and land, the de-briefing screen appears. This enables you to measure your performance as it reports the success or failure of the mission.

Aircraft control, including speed, flaps, undercarriage, vertical, horizontal movement and firing are achieved by a combination of joystick and function keys. The program also includes a full range of realistic sound effects.

Suitable for both the beginner and the enthusiast, *Bomber Mission* runs on an expanded Vic 20. It will set you back £4.99.

BUG-EYED BEASTIE

BORZAK

There has just been a very good party on the planet Garulon and, unfortunately, one of the party-goers called Borzak didn't quite get his route home worked out right ... he crash landed on earth.

Borzak is a new release from Channel 8 Software for the Spectrum and Commodore 64.

It's a fast action, arcade-style game where Borzak is trying to get back to his under-maintained space ship.

The journey is divided into six sections and, for practice, any section can be selected for a starting point, but full points are only awarded for players starting at level one. Borzak can be made to run, jump, duck, dodge and even do a limited number of anti-grav. assisted jumps with either keyboard or joystick control.

Borzak, the amazing bug-eyed beastie from Betelgeuse, is available on cassette and costs £6.95 including VAT.

KNIGHT LIGHT!

RAPIER PUNCH

Commodore reckon that there is still a huge demand for software to run on the unexpanded Vic 20, so they have just released two new games. *Rapier Punch* and *Starbase* have been added to the wide range already available by Commodore.

In *Rapier Punch*, you are a knight in a darkened room searching for a hidden treasure chest. Only the area immediately around you is lit. As you move the knight around the room with the joystick, new areas light up revealing their contents.

The aim is to find the treasure before the timer reaches zero and move on to the next level of the game. But also hidden in the room are a host of spinning crosses, Dragons and Dragon eggs, determined to end each of your three lives and protect the treasure.

The game has 100 levels and the top line of the screen gives constant details of your score, game level, number of lives remaining and, of course, time left to complete the game.

Starbase takes you forward in time to the Planet XA2 where a team of scientists are preparing the surface for colonisation. The aim of the game is to prevent these men from being captured by an alien force attacking the planet and to destroy all the alien spacecraft.

To achieve this, you must patrol each of the four quadrants of the planet. The alien ships are destroyed automatically once you have them in your sights, which are controlled via a joystick.

Suitable for both the beginner and the more experienced games player, *Rapier Punch* and *Starbase* require a joystick and include full sound effects. Recommended price for the cassette is £4.99.

LICENCE TO THRILL

SOFTWARE PROJECTS

Software Projects, the power behind* Miner Willy, *and* Sierra-On-Line, *one of America's largest software houses, have completed a licensing agreement which means that the Liverpool company will be producing award-winning American software for games players this side of the Atlantic.

This exclusive deal allows programs originally designed for use on Apple, Atari and IBM machines to be converted to suit the popular UK micros. Work has already commenced on* BC's Quest for Tires, *a high-res animated cartoon game, which was reviewed some time ago in* C&VG. *The game will be available immediately for the Commodore 64 on disc and cassette.

This is the first of many such deals.

ATIC ATAC


BEN WILLIAMS

1) **N. Leeds** Cardiff — **1,316,795**
2) **Daryl Unwin,** Camberley, Surrey — **525,369**
3) **Ben Williams** Kidlington, Oxford — **650,295**
4) **Wesley Kerr** Glasgow — **442,440**
5) **Stephen Liverback** Selby — **370,915**

SABRE WULF


RENEVD BERG

1) **Renevd Berg,** Leiden, Netherlands — **362,305**
2) **Andrew Hurst,** Wibsey, Bradford — **361,480**
3) **Gareth Brown,** Kendal, Cumbria — **213,295**
4) **John Richardson,** Kingswinford, West Mids — **132,910**
5) **Robert Scott,** London, SW15 — **132,910**

PLANETOID


RICHARD THORPE

1) **Alexander Marco,** Jesmond, Newcastle — **2,565,260**
2) **Neal Wylde,** Welwyn, Herts — **1,618,500**
3) **Daniel Poon,** Newark — **783,475**
4) **Paul O'Malley,** Romsey, Hants — **684,550**
5) **Richard Thorpe,** Denham, Bucks — **99,690**

DIAMONDS



1) **Ian Johnson,** Thorne, Doncaster — **9,343**
2) **Simon Morley,** Dalkeith, Midlothian — **5,999**
3) **Michael O'Mahony,** Republic of Ireland — **5,997**
4) **Clive Parkholm,** Lisbane, Cardiff — **5,462**
5) **Peter Schofield,** Colne, Lancashire — **5,078**

ZALAGA

1) **Mark Davies,** Suffolk — **5,284,170**
2) **J McAipine,** Glasgow — **1,935,700**
3) **Neil Barnes,** Preston — **1,895,580**
4) **Mark Simpson,** Watford, Herts —
5) **J M Reeve,** Whitney, Oxon, — **1,040,160**

OUR HALL OF FAME GAMES

OK all you hotshots — now get this! If you've been easing off the joystick during the summer months, taking time out watching the Olympic Games, now's the time to get your computer skills into shape.

There's a very good reason why it's time to sharpen up your mastery of the joystick and fire button — because we have prizes. And when we say prizes, we mean PRIZES! I'm not just talking about 'The Champ' tee-shirts and your name in stars. I'm talking BMX bikes, new computers and free software.

This month we launch our fabulous Softek/BMX bike challenge with no less than five of the super wheelie machines to be won between now and next January. So if you think you can notch up a mean score on this and some other games in our Hall of Fame, watch this space every month to see what super prizes your gaming skill can win YOU.

DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,997 high score on *Diamonds.* English Software's other big game — *Jet Boot Jack* for the Atari computers and 64 — will now replace *Diamonds* in Hall of Fame.

JET PAC

Fly Jet Man around the sreen collecting the three sections of his space ship, avoid the nasties, assemble the rocket and blast off to the next planet. Pure addiction for the Spectrum, BBC and Vic 20.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a from Atarisoft.

MANIC MINER

The zany 20-screen climbing game that introduced Miner Willy. Spectrum and 64.

JET SET WILLY

What Miner Willy did next. This time there are 60 screens.

THE PYRAMID

***The Pyramid* has Fantasy's unique high score verification system built into the game.**

ZALAGA

Splendid arcade clone for the BBC. Based on *Galaga.*

SABRE WULF

Similar to *Atic Atac* but twice as tough and thrice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. *The Psytron* is a computerised defence systcm for the planet Betula 5.

Why not try your hands at Atic Atac, Planetoid, Pole Position and Tornado Low Level too?

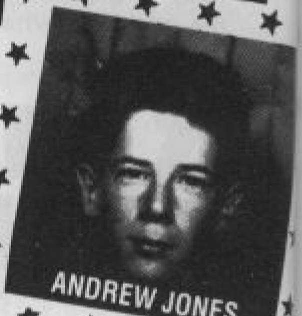
JET PAC

1) **Paul Rattray,** Perth, Scotland — **13,753,289**
2) **Graham Farthing,** Patcham, Brighton — **9,133,137**
3) **Paul Knowles,** Alliot House, Bishop's Stortford — **7,106,234**
4) **John Robinson,** Romford, Essex — **3,293,703**
5) **Stephen Holmes,** Middlesborough, Cleveland — **2,967,527**

MANIC MINER

1) **Paul Rattray,** Perth, Scotland — **19,810,755**
2) **Stuart Milne,** Bonnyrigg, Midlothian — **18,520,250**
3) **Martin Johnston,** Bradwell, Newcastle — **17,204,225**
4) **Jonathan Cousins,** Sheffield, South Yorks — **15,322,300**
5) **John Wilson,** Whitehaven, Cumbria — **13,852,652**

PARSEC


ANDREW JONES

1) **Andrew Smith,** Alloa, Scotland — **8,065,200** (8 hours)
2) **Andrew Jones,** Romsey, Hants — **7,649,400**
3) **Brian King,** Canterbury, Kent — **6,035,600** (6½ hrs)
4) **Nicholas Tebay,** Clevelys, Lancs —
5) **Roger Roberts,** Kettering, Northants — **182,600**

TI owners please note that *Donkey Kong* by Atarisoft is now in Hall of Fame. Let's have some high scores, ape crunchers!

PSYTRON

1) **Matthew Cope,** Brentwood, Essex — **4,784,270**
2) **Barrie Scott,** Silloth, Cumbria — **1,834,826**
3) **Paul Hughes,** Codsall, Wolverhampton — **1,538,490**

HALL OF FAME

Name..........................
Address..........................
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T-shirt size sm ☐ med ☐ lge ☐
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I scored..........................
Time taken..........................
Game..........................
Computer..........................
Witness's signature..........................

HALL OF FAME

HALL OF FAME

EDDIE, STEADY, GO!

You've all heard of Eddie Kidd, that young daredevil who enjoys jumping over double decker buses on high powered motorcycles. Well now his exploits have been turned into a computer game requiring an ice cool nerve!

Just recently in Gothenburg, Sweden, Eddie broke his own world record by leaping over 19 buses. We're offering you a chance to equal that — and maybe even go a few buses better! But luckily you don't have to be able to ride a bike to do it — just own a Spectrum, Commodore 64, BBC or Electron.

Along with our friends at Software Communications, we're offering 40 copies of the official *Eddie Kidd Jump Challenge* issued on the Martech label.

All you have to do is answer the simple questions about Eddie and his exploits below and then rush the coupon off to *Computer & Video Games*, Eddie Kidd Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



Software Communications are also running their own competition based around the game — and if you win a copy you'll be able to enter this too! Names of the winners will be published in *Computer & Video Games.*

The game features several of Eddie's leaps. Just like the daredevil biker, you begin by jumping barrels on a bicycle.

Eddie started jumping at the tender age of 12 and by the time he was 18 had smashed the world record with an astounding leap over 14 double decker buses. Can you match his skill and nerve? Find out by entering our great Eddie Kidd Jump Challenge Competition!

Please remember to mark the outside of your envelope with the make of computer you own. Closing date is October 16th.

WIN A BMX!

Softek are offering five BMX bikes as prizes between now and January. The very top prize is a customised Raleigh Burner which will be awarded to the person who can notch up the very highest score on *Star Bike* between now and the publication of our February edition next year.

And it's no good sending in bogus scores either, as Softek have a foolproof method of verifying all high scores.

But if you are about as handy with a joystick as a lumberjack with a butter knife, then don't despair. There is more than one way to win.

By matching the numbers printed below with the numbers printed in your cassette inlay, or on the special BMX/*Star Bike* entry form obtainable free from Softek, you could win a bike without so much as blasting an alien.

129829 **114327**

1. A film about a famous person inspired Eddie to start practising leaps over oil barrels at the age of 12. Who was his person?
2. Where did Eddie Kidd set his world record in 1978, when he jumped 190 feet over 14 double decker buses and still retained control of the bike on landing?
3. Eddie has had a starring role in a film. What was the title of this film?

C&VG/EDDIE KIDD JUMP CHALLENGE COMPETITION

Name. . . . .

Address . . . .

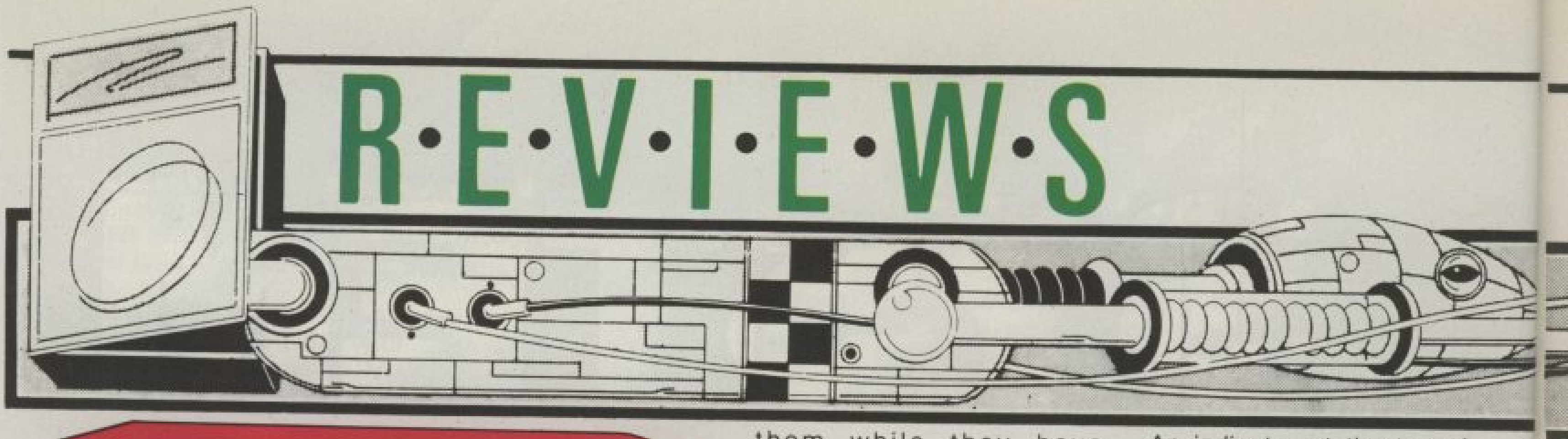
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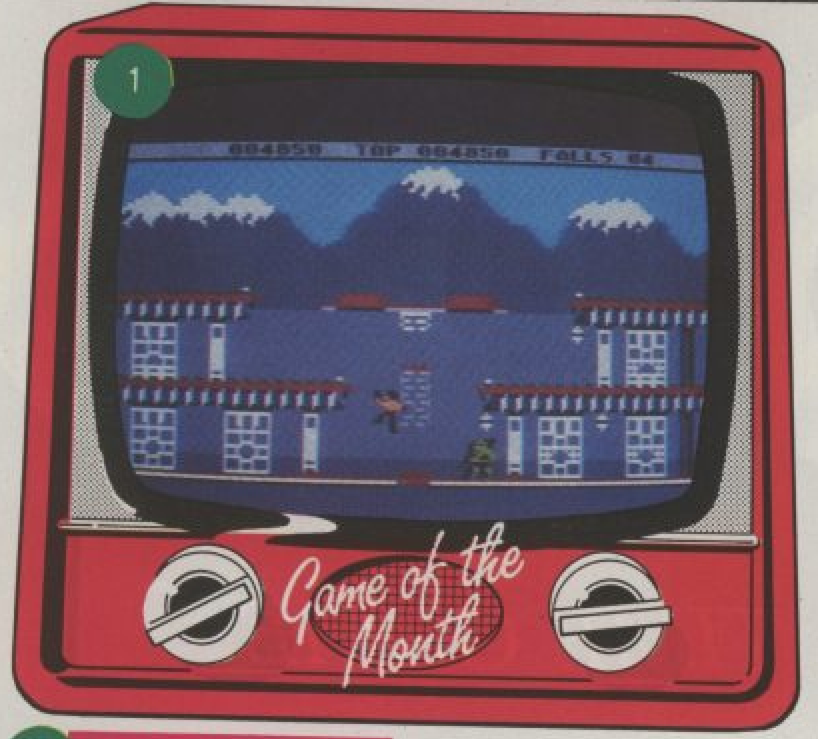
. . . .

Computer you own (tick box) Spectrum ☐ Commodore 64 ☐ BBC ☐ Electron ☐

PLEASE MARK YOUR ENVELOPE WITH THE MAKE OF COMPUTER YOU OWN

☆ COMPETITION ☆





1 HIGH NOON

MACHINE: CBM 64+ joystick
SUPPLIER: Ocean
PRICE: £6.90

This game looks certain to be one of the best sellers in the Commodore market this year.

It was written by the author of *International Soccer* and you play the part of a trigger-happy sheriff.

The game starts by playing the theme music from the original *High Noon* film and I've never heard anything as good on a micro as this opening tune.

There are nine skill levels and you can select which one you want with the joystick at the start of the game.

The scene opens. You, as the sheriff, walk out of the jail only to face a street of chaos. The bank is being robbed and women are being led out from the saloon. Only Rig & Mortis, the undertakers, are happy. As someone gets shot, the undertaker comes out of his shop and drags away the body. Rather sick, really, but the graphics are great!

In fact, the whole game's excellent. On the harder sheets, there are riders on horses. As they gallop across the screen, a shot with your pistol will send them hurtling to the ground.

The finishing touches really make this game: The two-door saloon is beautifully drawn — and I don't mean that it looks like a Mini Metro! The doors actually swing a few times as someone goes in or out.

On harder levels, the other people in the street fire much faster than normal, so you'll need quite a few hours of practice to beat them. But it's well worth the effort.

All in all, one of the best games for the 64. If we had a category for sound effects, I'd certainly give it ten.

• **Getting started**	9
• **Graphics**	9
• **Value**	9
• **Playability**	9

2 B C BILL

MACHINE: BBC
SUPPLIER: Imagine/Beau-Jolly
PRICE: £5.50

This is definitely not a game for feminists of either sex! The basic idea is to go around clubbing females, turning them into wives and feeding them while they have children. Really amusing, I don't think.

B C Bill is a caveman, which doesn't excuse his behaviour. The object of the game is to help Bill collect up as many wives as possible by clubbing them and dragging them back to his cave. Once there, they start having baby Bills.

Wives and kids need feeding, so Bill has to go out hunting with his club. If he fails to keep them happy, they will desert him and he will die of a broken heart. Shame!

B C Bill is also available for the Commodore 64, Dragon and Spectrum. The *C&VG* team vote this game a real video nasty. Forget the *Evil Dead!* The tune drives you mad after a while, too!

• **Getting started**	7
• **Graphics**	6
• **Value**	0
• **Playability**	0





3 BUCK ROGERS

MACHINE: TI-99/4a
SUPPLIER: Parco Electrics
PRICE: £27.50

Yes, it's time to save the universe yet again. This time, you take the part of Buck Rogers, fearlessly flying through the planet Zoom some time in the twenty-fifth century.

For the first part of your mission, you have to guide your ship through the electron posts. These look like electricity pylons and are positioned in pairs so that you have to race through them like a skiing slalom.

An indicator at the top of the screen tells you how many more posts you have to pass through. Once you have achieved your quota, you are then faced with the added hazards of the Space Hoppers. These are not groups of children on inflatable toys but small, dangerous creatures who take their name from the way they move.

You have to shoot a certain number of the Space Hoppers and again the indicator tells you how many you will need to get before moving on to the final stage of the mission.

This is in two parts. Firstly, the planet surface disappears and you find yourself floating in space. You have to destroy a number of flying saucers as they come hurtling towards you at quite a speed. Once the fleet has been obliterated, you can aim for a direct hit on the mothership. Your mission is now complete and you can move on to another level.

On subsequent skill levels, the posts are closer together and you have a larger number of aliens to hit in each stage.

Texas owners have had a bad deal when it comes to arcade software. Although the States is flooded with good games, no one has ever brought any over to Britain. But now that Parco Electrics has changed that, we should be seeing more of this type of game in the future.

Buck Rogers is the best game that I've ever seen on a TI. The graphics are smooth and the sound is realistic.

Buck Rogers comes on a cartridge at £27.50. You may think that this is expensive,



but it's well worth spending the money if you want only the best for your machine.

More details from Parco on 0404 44425.

● Getting started	9
● Graphics	9
● Value	9
● Playability	9

4 FLIP AND FLOP

MACHINE: CBM 64
SUPPLIER: Statesoft
PRICE: £8.95

If you thought *Q*bert* was great but lacked kangaroo appeal, then you will be pleased to learn that a square-hopping game featuring the cute marsupials from down under is now on sale.

Flip and Flop introduces Flip the Kangaroo and Mitch the Monkey — heroes of Statesoft's latest American import.

Statesoft are the latest American games import business to set themselves up in competition with import leaders — U.S. Gold.

Unlike Q*bert and his pyramid, *Flip and Flop* uses a jagged, crossword puzzle-like play board with staircases connecting different levels.

Flip has to jump onto each flashing white square as they flash and then colour in each other square after the flashers have been seen to — all before the timer runs out.

If Flip completes his mission, it is Mitch's turn and the play board turns upside down. Mitch has the tricky job of swinging from square to square and up and down the ladders to change the colours, as well as racing against the clock like Flip before him.

In subsequent screens, certain nasties are introduced who try to catch Mitch and Flip and take them back to the zoo. The zookeeper chases after Flip and sends his net bounding after Mitch on screen two.

*Q*bert* fans will enjoy *Flip and Flop*. It takes the basic

4



idea of the game a stage further and adds lots of entertaining features.

A word of warning, though — it's got one of those maddening jingles that will have you reaching for the volume knob every time you play.

● Getting started	7
● Graphics	7
● Value	6
● Playability	7

ARABIAN NIGHTS

MACHINE: CBM 64/joystick only
SUPPLIER: Interceptor Micros
PRICE: £7.00 tape, £9.00 disc

This is the story of Imrahil, the Kalendar prince, and his quest to free the beautiful Princess Anitra from the clutches of the evil Sultan Saladin!

Tales of the Arabian Nights, from Interceptor Micros, is based on those age-old stories reputedly told by Scheherazade, an extremely famous story-teller. Famous among Bedouin tribesmen in the deserts of Arabia anyway! These tales were written down in a book, called *Tales of the Arabian Nights* — which you should read if you haven't already.

Interceptor's computerised version of these tales is great fun to play. You have to guide Imrahil through the many hazards he encounters in his quest to save the princess. There are some baffling climbing-style screens and some all action shoot-'em-up sections which take place on a flying carpet. And it talks! More of that later.

The game is decidely Jeff Minterish in execution, with some original looking graphics, like those flying carpets.

Imrahil's quest begins aboard Sinbad's ship where he has to swing around in the rigging, climb masts and avoid nasties like the giant octopus and the vulture, while collecting a series of golden jars.

Each jar has one letter of the word "ARABIAN" engraved on the side. Imrahil has to collect these jars in the right order to spell out the word in order to move onto the next screen.

After the perilous sea voyage, Imrahil finds himself in the delta of the river Ahnil. He is swept up stream — but must avoid the giant boulders raining down into the river until he reaches the bewitched cavern of Al-Khemizd which is full of horrible genies out to do our hero a mischief and stop him reaching the princess.

5



The cavern is another climbing screen — and those golden jars set him another spelling test.

Escaping from the cavern on a magic carpet after solving the mystery of those jars, Imrahil finds himself en route to Baghdad and the Sultan's palace.

But the Sultan's squadron of flying carpeteers are out to stop him — and there are archers firing lethal arrows at him from the ground!

Survive this and it's on to the Sultan's palace where the beautiful princess awaits.

More climbing-style screens and, you guessed it, those golden jars again and then Imrahil finally gets to rescue the princess and whisk her away into the sunset on his flying carpet.

Interceptor has come up with an interesting combination of a *Manic-Miner*-type climbing game with a dash of scrolling shoot out to add spice, and produced a real winner.

And to make the game even more interesting, it speaks to you! Yes, you'll believe a Commodore can talk after you've played *Arabian Nights!* A gruff Arab sounding voice introduces each screen and describes the next part of Imrahil's quest. Great music too from the keyboard of Chris Cox.

Arabian Nights will take you some time to master and you'll have fun attempting to reach that elusive next screen. One minor criticism is that you lose all the letters of the word "ARABIAN" if you lose a life — I'd prefer it if you could retain them and not have to start a screen from scratch.

Get *Arabian Nights* and you'll be playing happily ever after.

● Getting started	8
● Graphics	9
● Value	8
● Playability	9

6 PSYCHO SHOPPER

MACHINE: Vic-20 plus 8k
SUPPLIER: Mastertronic
PRICE: £1.99

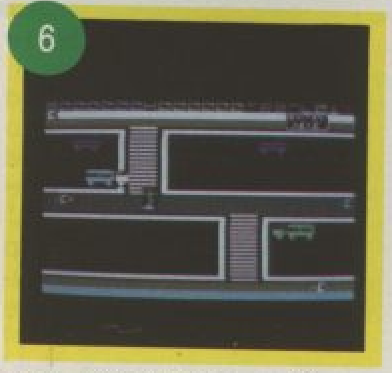
Psycho Shopper is the latest line in *Frogger* from Mastertronic.

There are three roads to be hopped across and coins to be collected en route. The coins explain the shopper bit in the title.

For those of you who were still tadpoles when this game started out in the arcades, the idea is very simple. Hop your frog to the other side of the



Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?



road avoiding the traffic as you go. I can't say for sure whether or not you are supposed to be a frog in *Psycho Shopper*. Certainly you are green, but then you appear to have several legs. Maybe you're supposed to be an octopus. Are they green?

Anyway, the game plays a reasonable game of *Frogger* even if the graphics leave a lot to be desired.

I'm sorry this review is so short, but what more can you say about a third-rate cover version of a boring old game like *Frogger*.

Available now from Mastertronic at £1.99 for the Vic-20 with an 8k RAM pack.

• Getting started	6
• Graphics	4
• Value	4
• Playability	3

7 CUSTARD PIE FIGHT

MACHINE: BBC
SUPPLIER: Comsoft
PRICE: £4.95

There's only one thing more boring than standing in a field throwing custard pies at someone. And that's bashing away on a computer pretending to throw custard pies at someone.

In the latest release from Leeds-based Comsoft, you have to splatter your opponent by aiming a custard pie at him. The game is for one or two players. In the two player version, the BBC is just acting as a primitive TV game console and not actually taking part in the action.

You do have the option to play against the computer, though. You have to move your little man up and down the screen, avoiding the custard pies which the character on the opposite side is flinging at you. And if you can splatter a pie or two into him, then so much the better.

The sound effects in *Custard Pie Fight* are the best part of the game. The graphics for the players are all right but the custard pies look like they've come straight from a British Rail canteen.



Come to think of it, this game is similar to the Wild West games of years ago where the custard pies would have been bullets.

Once you've been hit three times, the game is over and you can either start again or put away the computer. Personally, I put away the computer. This game is about as boring as watching skin form on a bowl of custard.

• Getting started	9
• Graphics	7
• Value	4
• Playability	5

8 BURGERTIME

MACHINE: TI-99/4a
SUPPLIER: Parco Electrics
PRICE: £27.50

Chaos strikes in the kitchen again with the release of *Burgertime* for the Texas.

This is the official version as available in America. Luckily, Parco has decided to import it into Britain. It's a shame, though, that it took until the machine started to be phased out for them to decide to bring the software across the Atlantic.

This version of *Burgertime* has all the features of the arcade original.

In case you've never played the game before, the idea is that you play the part of Peter Pepper, the chef. Your job is to put together four hamburgers from a bun, the meat and some lettuce.

The ingredients are arranged in layers on the screen in a maze and, as you walk over something, it falls down a level, gradually making a complete burger.

Hindrance comes in the form of hot dogs, pickles and eggs which chase you round the screen. Defence is pepper-pot shaped. A quick puff of sneezing dust and the meanies will be paralysed for long enough to enable you to make good your escape.

Ice cream cones and coffee cups are bonuses and give you more points and also extra shakes of pepper.

This game would be as good as the original if it was



not for the speed — or rather the total lack of it. This version is amazingly slow. It takes so long for the chef to climb up the ladders that your joystick hand starts to ache. And the less said about TI joysticks the better.

Sound is good. The traditional *Burgertime* tune plays during the game, but has a habit of stopping for a few moments while layers of burgers fall or meanies are destroyed.

Apart from this, it's still a good game for the Texas, and far superior to most of the software available at the moment for this machine. All credit to Parco for importing it.

You can get a copy by mail order from Parco, who are on 0404 44425. The price includes postage and VAT.

• Getting started	9
• Graphics	9
• Value	6
• Playability	8

9 MAD HATTER

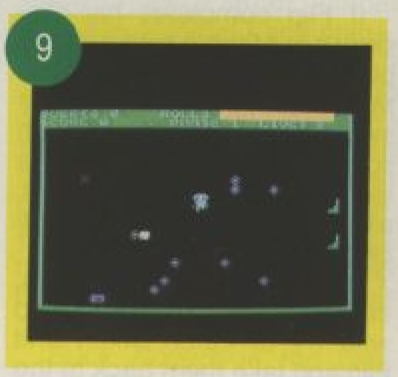
MACHINE: 48k Spectrum
SUPPLIER: Gamma Software
PRICE: £5.50

The problems involved in organising a tea-party! It's the Mad Hatter's un-birthday and he hasn't prepared any food.

Why an un-birthday, though? Don't ask me, it's Lewis Carroll's fault. In this game, you have to help the Hatter to collect the food from around the screen and put it on the table ready for his guests.

There's a number of sweets on the screen which need rounding up and a chocolate roll at the bottom. You can't get to the roll, though, until you have ten sweets. Once you have collected the right number of sweets, you can go for the roll. Then, put it on the table at the top of the screen to claim your extra points.

Get five rolls and you've made it to the next level. Here, everything gets faster and there are more bouncing objects to avoid.



Life is not easy on the first level, though. There's a mouse and some poison, which are both out to get you. And one suck from that hoover and you've had it.


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R·E·V·I·E·W·S

Getting started: This not only covers how easy it is to load the game, but also how good the instructions on the cassette inlay are. A low mark means the game takes ages to load and the manufacturer hasn't bothered to tell you just what that fuzzy green thing in the corner of the screen is!

This game would be fairly average except for a bug which makes it almost unplayable. The character of the Mad Hatter keeps moving, even if you're not pressing a direction key or holding the joystick.

The Hatter will move to the left by about three character squares and will even shoot off course when you're trying to move him in a straight line. Until this is sorted out, I wouldn't buy this game. *Mad Hatter* runs either from the keyboard or with a Kempston joystick.

● Getting started	9
● Graphics	7
● Value	7
● Playability	5

EXCLUSIVE

11 KOKOTONI WILF

MACHINE: CBM 64
SUPPLIER: Elite
PRICE: £6.95 (cass.)
£8.95 (disc)

Life was never easy one million years BC.

There was no *Coronation Street* or *C&VG* to keep you occupied. And everyone was beginning to get a little fed up with dinosaur burgers, dinosaur on toast, dinosaur in the hole . . .

As Kokotoni Wilf, you have to travel through different time zones, starting at one million years BC. All the normal pre-historic animals are out to stop you, plus other objects intent on your destruction.

The game is a multi-screen Adventure, similar to *Atic Atac* or *Alchemist.* You have to fly round all the screens and collect enough objects to enable you to progress to the next time zone. There are over 60 screens and you can cover them in any order. You can even go back to an earlier screen if you wish.

11



Anything that moves will instantly lose you one of your lives if you touch it. And most of the other stationary objects will lead to the same fate.

The game won't work with the keyboard. Wilf is guided round the screens with the joystick. It took me some time to master the intricacies of control, but I soon got the hang of it.

There are no sound effects as such, but the computer does play "Consider Yourself", from *Oliver,* during the game.

Graphics are good and the animation is smooth. The game is certainly not easy, but it's not as hard as, say, *China Miner.*

Kokotoni Wilf is certainly worth a try if you like this sort of adventure.

● Getting started	9
● Graphics	9
● Value	8
● Playability	8

10 ALBERT

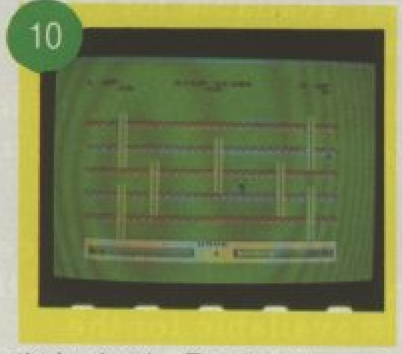
MACHINE: Dragon 32
SUPPLIER: Algray
PRICE: £8.00

See, it can be done! You really can get a decent arcade game on the Dragon and Algray have proved it.

This is a version of *Space Panic,* originally written for the Apple computer under the name of *Apple Panic.*

The screen has a number of platforms, linked by ladders. There are monsters patrolling the platforms and the idea is to send them to

10



their death. To do this, you have a hammer which can be used to knock holes in the platform. If a monster walks over a hole, he will use his body as a bridge and stick in the hole. You can then knock him right through with the hammer and collect the points.

The game runs quickly and the graphics are great. There are four colours used on the screen and the animation really is good. The little man actually walks.

Sound effects are kept to a minimum to ensure that the game runs fast. But there's still the patter of tiny paws as the monsters patrol the walkways.

The game is for one or two players and works with the keyboard. The cursor keys are used to move in four directions and another key activates the hammer. I found no difficulty in controlling the game. A high score table is also included.

If you like top quality arcade games on your Dragon then you've probably had to look quite hard recently. Well, *Albert and The Monsters* is an excellent one.

● Getting started	9
● Graphics	9
● Value	9
● Playability	8

12 RAPIER PUNCH

MACHINE: Vic-20 3.5k in +joystick
SUPPLIER: Commodore
PRICE: £4.99

Rapier Punch is something of a miracle as far as programming goes. Someone has managed to fit 100 screens into an unexpanded Vic!

Each level is set in a darkened room. Somewhere around you is a treasure chest and you have to find it. But there are enemies in the room with you and you may not be able to see them until it's too late.

As the game starts, the screen is black with a white square in the centre. You are at the centre of the white square and this shows you how much you can see in the dark room.

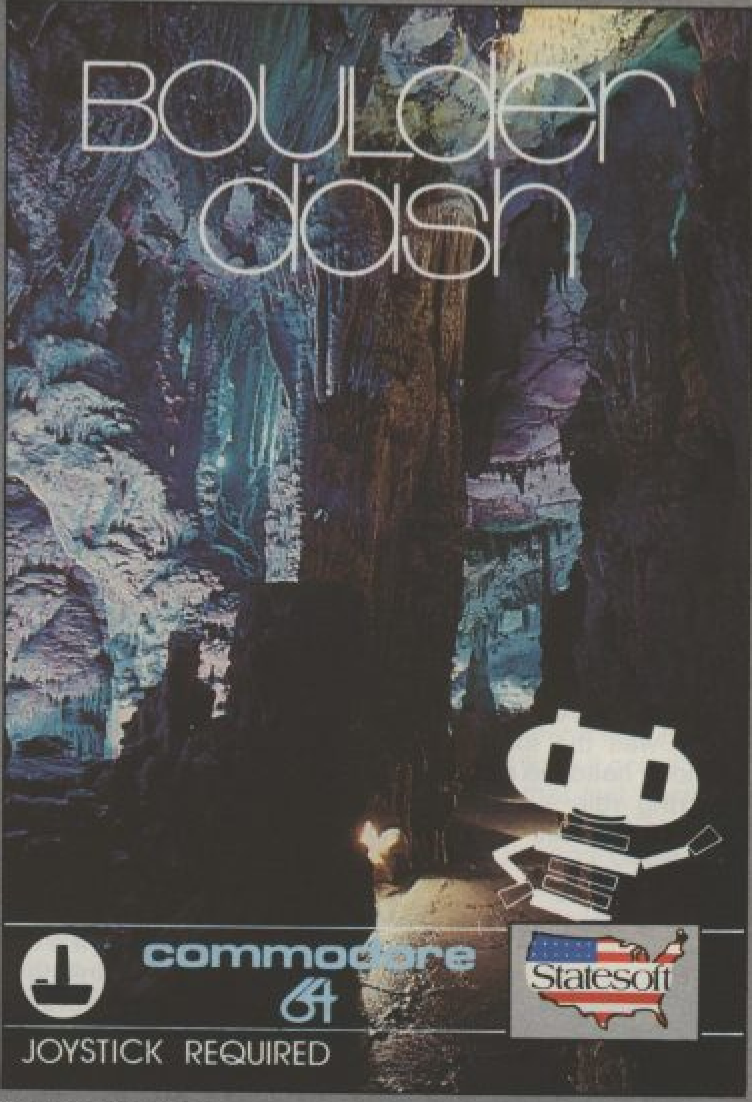
You move yourself with a joystick and, as you walk round the screen, so more of it changes from black to white. This will reveal the whereabouts of the treasure chest and everything else in the room.

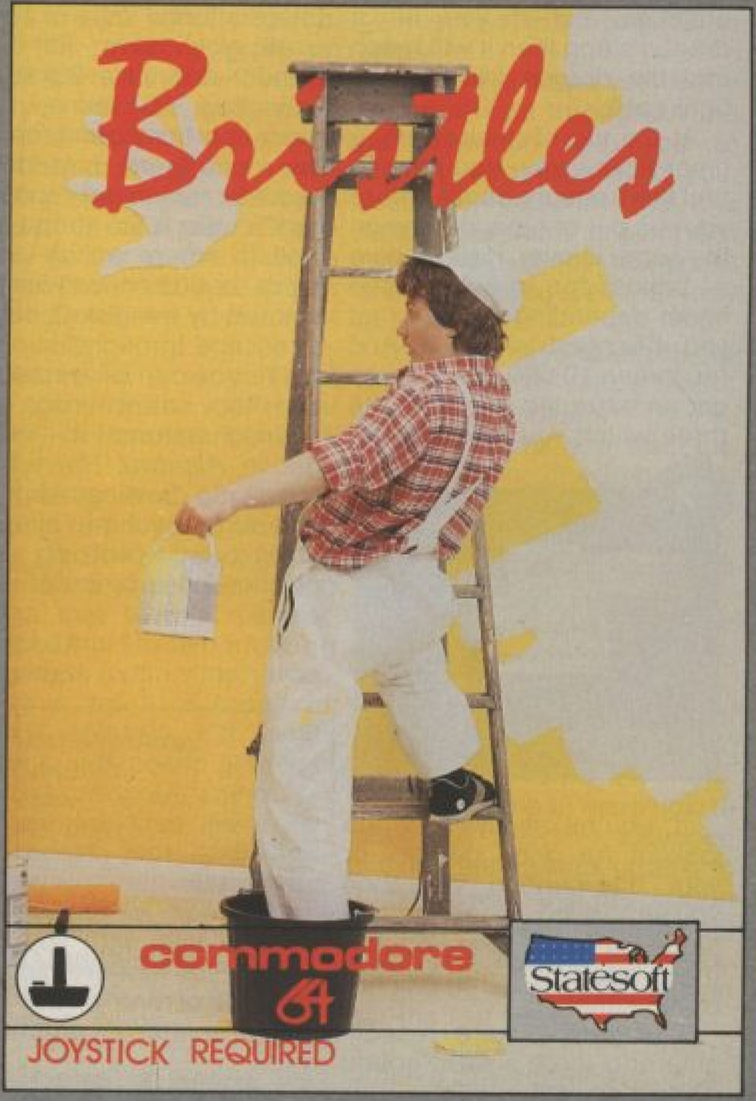
The objects include dragons, dragons' eggs, spinning crosses and barriers. Barriers are small blocks through which you cannot move. Dodging them would be easy until you remember that you can't see them until it's too late. Crosses can be destroyed at certain times, but often they will destroy you. Their fate depends on the sounds which

AMERICAN

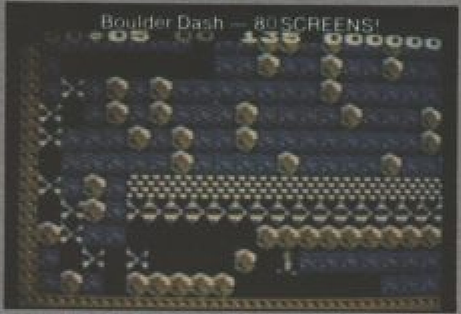
Big, Bold and Beautiful...

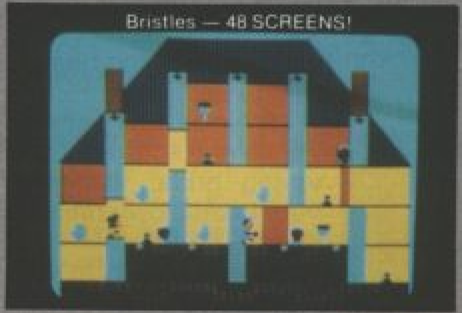






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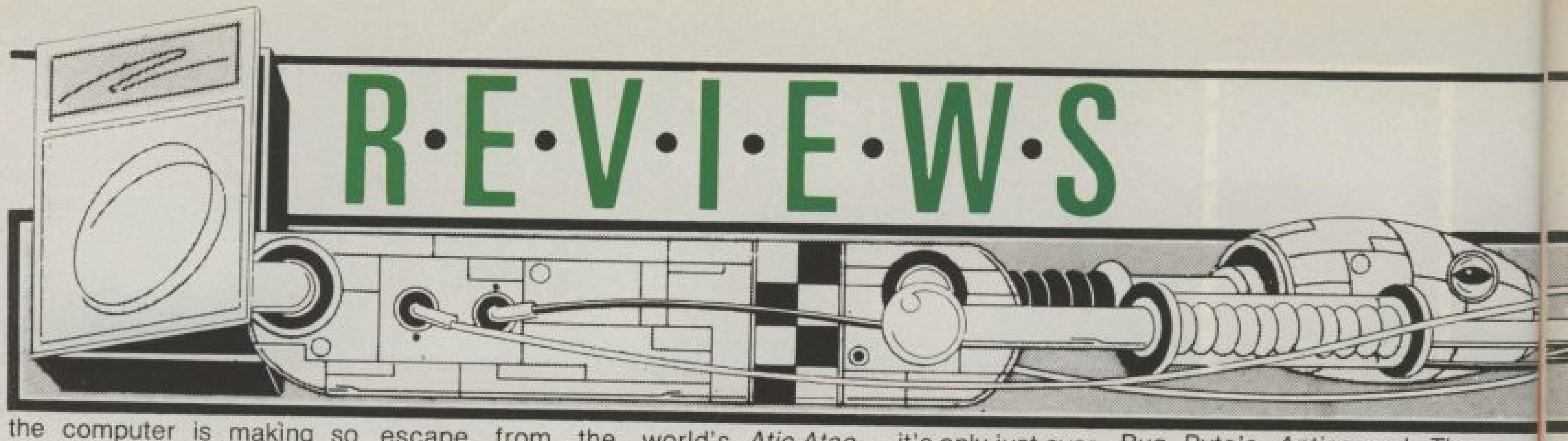
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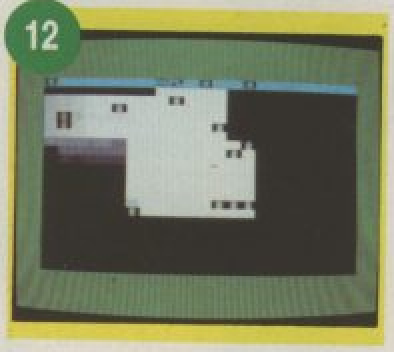
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the computer is making so you have to listen carefully.

You can fire at the enemies, but if you hit a dragon's egg then it will hatch and the dragon will start to fight back.

At the top of the screen, a timer ticks away. You have to find the treasure chest before you run out of time, otherwise the game is over. You receive a bonus for reaching the chest depending on how fast you managed to find it. And for every 10,000 points, you get an extra life to add to the three which you started with.



12

If you're always on the lookout for good games for your unexpanded Vic, then you've found one in this game. It's not *Jet Pac* but there again it's not Mastertronic either.

The graphics are reasonable and there's even sound effects as well.

This will certainly keep you occupied for some time as you try to explore all 100 rooms.

● Getting started	8
● Graphics	7
● Value	8
● Playability	9

ALCATRAZ

MACHINE: 48k Spectrum
SUPPLIER: Mastertronic
PRICE: £1.99

I don't want to alarm you but Mastertronic has just made escaping from Alcatraz about as easy as punching your way out of a paper bag.

OK, so it's only a computer game, but it's just as well. For if this were all that it took to escape from the world's toughest prison then those killers wouldn't be locked up for very long.

All you have to do is wander around a 20x10 grid collecting 30 items, dump them in a compound (none of the ropes, guns or ladders is used for anything), and then pick a safe route to the north wall to where a hole in the fence has been conveniently ignored by the guards for you to escape through.

If you are expecting sharks, searchlights and sirens then forget it — all you get in *Alcatraz Harry* are a few static drawings of guards and dogs which are simple to dodge by plotting their position on a piece of graph paper.

If you stumble inadvertently into a screen with a guard in it for a second time, it's curtains. They're sporting chaps, the guards in M'tronics' Alcatraz, for when you walk past them for the first time they stand completely still.

In order to escape, you have to take with you some secret files that are hidden at the foot of one of the many grilles scattered around the grid.

This doesn't add any challenge though, as you are told which sector you are looking for at the beginning of the game.

If you are completely stupid and scramble down the wrong grille, you will have your head blown off by a firing squad.

Alcatraz Harry is written in Basic and lacks both speed and smoothness of scrolling. The animation is amongst the worst I have seen in a computer game.

Harry moves around screen as if doing an impersonation of one of John Cleese's silly walks.

Alcatraz Harry is about one hour's fairly boring entertainment for £1.99. It runs on the 48k Spectrum and is in the shops now. If you want a decent escaping, collecting, maze-style game then get *Atic Atac* — it's only just over twice as dear as *Alcatraz Harry* but it's incomparably better.

● Getting started	5
● Graphics	4
● Value	1
● Playability	1

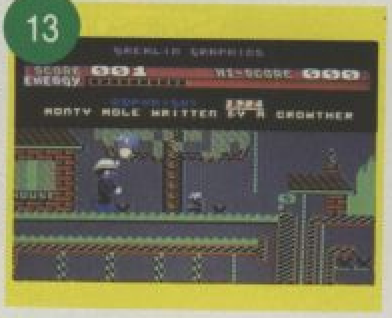
MONTY MOLE

MACHINE: Spectrum
SUPPLIER: Gremlin Graphics
PRICE: £6.95.

It's not often that the release of a computer is a big enough story to warrant giving it a couple of minutes of airtime on ITN's *News at Ten.*

The added ingredient that caused the interest in Gremlin Graphics' *Monty Mole* was the inclusion of a famous headline maker in the starring role — namely the president of the NUM, Arthur Scargill.

The scene is set deep down a coal mine in South



13

Yorkshire. You play the part of Monty Mole, a spy who has been hired to infiltrate Scargill's underground fortress and wreck the secret ballot by stealing all the voting slips.

The graphical re presenta tion of the characters is good and overall the screen effects are very pleasant. The colours used also make it easy to see what you are doing — a fact often overlooked by a lot of software houses and their programmers!

But, to be honest, the game offers very little that is new. *Monty Mole* is just an amalgamation of *Manic Miner* and Bug Byte's *Antics* and *The Birds and the Bees.*

Climbing games packed with ladders, ramps and conveyor belts are very old hat. And I'm sure there are very few people who would disagree — even Gremlin Graphics themselves.

This is not a wholesale criticism of the game's worth or playability, but I could not justify recommending *Monty Mole* to the readership of this magazine, knowing that this review could prompt owners of either *Manic Miner* or *Antics* to buy the game.

● Getting started	8
● Graphics	8
● Value	7
● Playability	7

SYSTEM 15000

MACHINE: 48k Spectrum
SUPPLIER: Craig Communications
PRICE: £9.75

Breaking the law with a computer is the idea of this game.

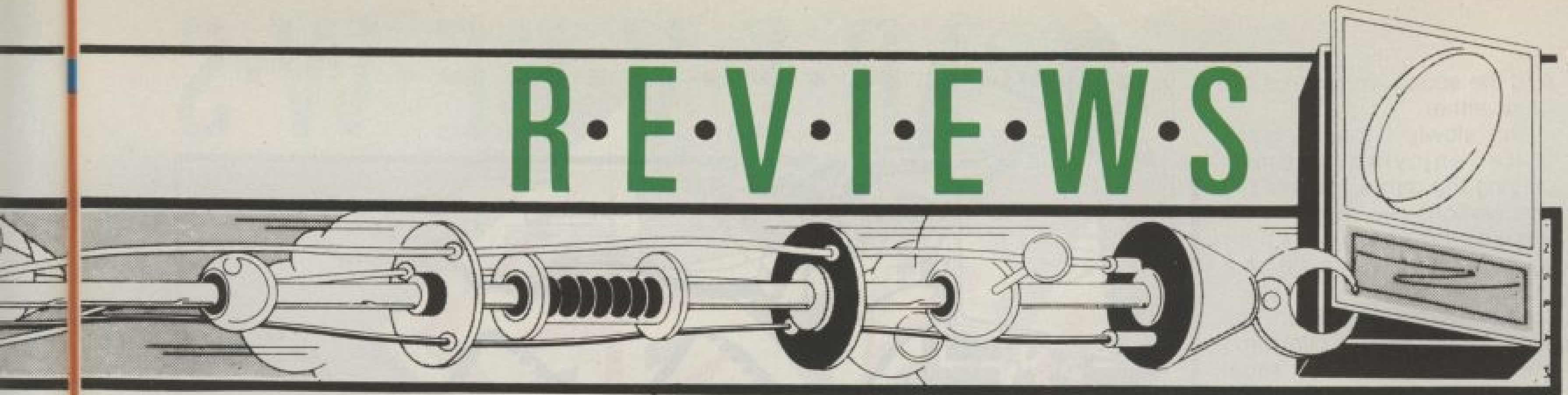
Hacking, as it's called, is all about linking your micro to the telephone system and trying to break into other companies' computers.

The aim in *System 1500* is to break into the computer of a bank and transfer $1.5m from one account to yours.

But don't worry. This game is perfectly legal and won't cost you a penny on your phone bill. It's only a simulation of the real thing, but it's just as fun and very realistic.

With the cassette comes a letter from a fellow hacker called Mike. He tells you that Richard's company has been ripped off to the tune of $1.5m and the police have got nowhere. The only way that you can help is to transfer the money back into Richard's account by getting into the right computer.

You are given a phone number and a password to start with, so you enter this number into the computer. After the realistic dialling



tone, you are through to the computer of the local Polytechnic.

If you use your hacking skills here, you'll be able to find passwords and phone numbers for other systems and eventually crack the Midminster Bank.

If you get far enough, there's even some American computers to hack, complete with different telephone tones.

More details on Basingstoke (0256) 55462.

• Getting started	9
• Graphics	8
• Value	9
• Playability	9

GATECRASHER

MACHINE: BBC
SUPPLIER: Quicksilva
PRICE: £6.95

If you're tired of always losing to hordes of aliens every night, then this may be the game for you.

It's totally friendly. There are no aliens to kill and none to kill you. There's no need for all that frantic bashing of the fire button which will help both your keyboard and your fingers.

What you may not like about this game is that you actually have to think while you're playing it, which is something not many video games ask you to do.

On screen is a maze of narrow passages. There are eight ways in at the top and nine exits at the bottom. It's similar to those games where you have to guess which exit is linked to which entrance.

At the top of the screen is a man with a barrel and at the bottom are nine gaps, with one gap under each of the exits. The idea is to drop a barrel down one of the tunnels and get it to land in the gaps. The ultimate aim is to get a barrel into each of the gaps, by working out which tunnel the man should drop the barrel into at the top.

But it's not as easy as that. As the tunnels snake their way down the screen, there is a small gate at many of the bends. The gate slants one of two ways and will determine which direction the barrel will take if it hits that particular gate.

So if you drop a barrel from the left hand side of the screen, it may well fall into a gap at the right hand side, depending on the luck of the gates. "So what?" you ask. Well, if you drop a barrel into a gap where there's one there already, then both of the barrels will disappear. The gates change direction whenever a barrel passes through.

You have 20 barrels on each level, so you have to think carefully before each move and work out where is the best place to drop the barrel from.

If, after studying the screen, you think that there's no way that you're going to be able to get that last barrel in place then you can also scroll the maze up and down. The gates will still point in the same direction, but some of the routes may change.

If you're desperate, you can start an earthquake. This will not move the maze itself, but will swap some of the gates so that they point in the other direction. This may often be the only way out of a sticky situation, but it will cost you one of your 20 barrels to start an earthquake.

There are seven levels. In the first four, you must get one barrel into each of the exits at the bottom. For levels five and six, you have to get a set of numbers into order by dropping a barrel on each of the digits. The number which you hit will then swap with the number to its right. If you manage to drop the barrels in the right place, then you should be able to get the numbers in order.

Gatecrasher is difficult. I played for a whole evening but I still can't get past level two.

It's very tricky, but fun to play. You'll find that it's not too hard to get all but one of the barrels in the right places, but aiming the last one will usually wipe out all your previous hard work. If you're prepared to stick with the game, then it'll probably grow on you. It certainly did with me.

If you become really good at it and you can reach level seven and break the code which you are given, then you could be in for a prize. Champions at the game have a chance to win £200, so drop a line to Quicksilva if you think you qualify.

Meanwhile, you can get your copy from your local dealer or branch of W.H. Smith.

If you're tired of endless blasting, then you'll like this game. But be warned, it may come as a shock when you realise that there's more to computing than blowing things up.

• Getting started	8
• Graphics	8
• Value	8
• Playability	7

KHAFKA

MACHINE: CBM
SUPPLIER: US Gold
PRICE: £8.95

Caverns of Khafka was written by Paul Norman, who recently brought terror to our VDUs with *Forbidden Forest*.

Caverns is just as creepy, but there's a lot less blood around — fortunately. It's a multi screen Adventure controlled by a joystick and the screen scrolls in four directions.

The aim is to recover the five sacred seals to the template of the door of the Pharoah's temple. Once you have collected them, you can enter the temple and collect the ultimate treasure from within.

Transport within the rickety caves comes from an ancient elevator, nearly as dangerous as the one we at *C&VG* left behind at Herbal Hill.

The joystick moves the elevator up and down, and you can hop off whenever you feel that the time is right for a bit of exploration. But beware — this is not to be undertaken lightly!

There are some very eerie sound effects throughout the game, which help you to identify what is around you. Just when you think that it is safe to explore, a giant bat may fly out of the blackness and render you well and truly dead.

You also have to watch out for things like falling rocks and rolling boulders.

The caverns are also the home of some deadly beetles. Your body can endure five bites, but the sixth one will be fatal — and you'll never get out alive.

There are 13 different functions, each of which is controlled by the joystick. This is done by using all eight directions, plus the fire button for some movements.

It takes time to learn how to play and that, for example, moving the joystick up and to the left with the fire button pressed is used to throw the rope. But after a while you should be able to start aiming for the lost seals.

The graphics in *Caverns of Khafka* are impressive, even if they are a little similar to *Forbidden Forest*. The machine's capabilities are used well and the game certainly is worth the money.

• Getting started	9
• Graphics	9
• Value	9
• Playability	7

SUICIDE DROIDS

MACHINE: BBC/joysticks or keyboard
SUPPLIER: Beast International
PRICE: £4.95

Stand by for yet another space shoot out, I thought to myself while watching *Suicide Rebel Droids* load. The graphics are not up to the Beeb's considerable capabilities, I thought, as the first screen flashed up.

R·E·V·I·E·W·S



And the sound, well that's not great either.

But slowly I found myself quite enjoying actually playing the game, despite my reservations — which only goes to show that appearances can be deceptive.

Here's the scenario. You are a space fighter pilot on a mission to destroy rebel droids who have escaped from the labour planet where they were banished by the Emperor. They must not be allowed to return to Earth. Shades of *Blade Runner* here, I think!

The rebel droids have stolen various spacecraft to make their escape bid. And they come diving at you on a suicide mission to help their droid buddies reach freedom.

There are several stages to the game. You begin flying blind in a dust cloud and the rebel ships spiral out of the gloom to attack you. Your ship can take ten direct hits before it is destroyed and you cannot dodge the droids' suicide runs. So it's kill or be killed!

You move down in stages toward the surface of Gridworld during your pursuit of the rebel droids. On the surface, you must destroy their landing pod if you are to continue your mission.

As already mentioned, the graphics are not up the Beeb's high standards. The ships are drawn in vector line graphic style. You have the option of playing using the keyboard or joystick — but I found the keyboard version fairly difficult to control.

Game action is not bad but, although I quite enjoyed my session with the game, I was left wondering just how long the appeal of blasting droid ships would last.

● Getting started	7
● Graphics	5
● Value	5
● Playability	5

ACTIVISION VS DALEY THOMPSON'S

ACTIVISION
MACHINE: CBM 64+ joystick
SUPPLIER: Activision
PRICE: £9.95

DALEY THOMPSON'S
MACHINE: CBM 64+ joystick
SUPPLIER: Ocean
PRICE: £7.90

Ace athlete, Daley Thompson, came back from the Los Angeles Olympics with a gold medal in his pocket. Will the computer version of his exploits win a gold in the software stakes?

We staged a run-off between the original *Decathlon* game — now available for the Commodore from Activision — and Daley's new game.

Daley's game made a good start — the graphics are the closest we've seen to *Track & Field*, the arcade game. The screen layout is almost a direct copy of *Track & Field*. Two cartoon graphic-style athletes compete against each other in a series of track and field events — including the 100 metre dash, hurdles, pole vault and discus.

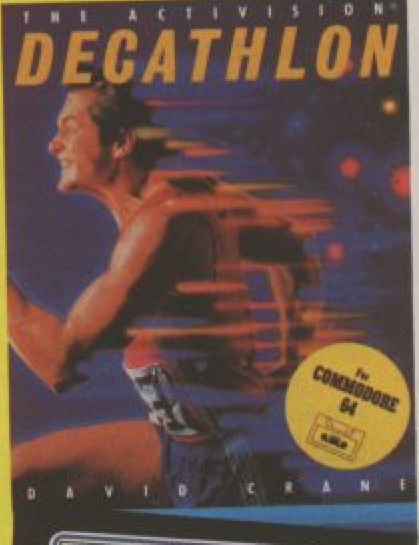
Daley's *Decathlon* is divided into two days. Qualify with enough points from the first set of activities and you'll get through to the next set. The Activision version allows you to compete in the full set of decathlon events and has an option which allows you to choose events as you go — very useful for getting in a bit of practice.

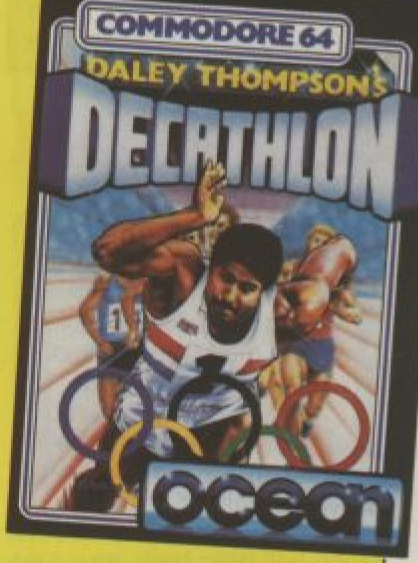
The Activision *Decathlon* has far more realistic graphics — with a larger screen presentation of the track and the athletes. The Activision sportsmen have a better and more fluid action when running and moving. The sound effects are slightly better too.

Both games are extremely hard on the joystick. As with the Atari VCS version, you really have to pound the stick to death.

Ultimately, you have to pay your money and take your choice. If you want a copy-cat version of the arcade *Track & Field* machine, go for Daley's *Decathlon* from Ocean. If you want a more accurate graphic representation of an athletic event with realistic movement, then go for the Activision *Decathlon*.

Personally, I reckon that Activision's game gets the gold with Daley's version of a close contender for the silver.





Activision Decathlon:	
● Getting started	8
● Graphics	9
● Value	8
● Playability	8

Daley's Decathlon:	
● Getting started	8
● Graphics	8
● Value	8
● Playability	7

DEATH STAR

MACHINE: CBM 64
SUPPLIER: System 3 Software
PRICE: £9.95

The large amount of software that seems to pour relentlessly onto the shelves of computer retailers might lead you to form the opinion that games companies are running off a new game every day.

In the case of *Death Star Interceptor*, this couldn't be further from the truth.

The game's producers, System 3 Software, have spent over a year and a half perfecting the program, making sure that they have taken advantage of everything the Commodore 64 has to offer to produce a top class shoot-'em-up.

Death Star is a multi-screen shooting game — there are 12 levels in all — and has clearly been influenced by several arcade machines, including *Golf* and *Buck Rogers*, although the programmer says he was working on the game long before the arcade machines appeared. The game hasn't suffered because of it and is sufficiently different to be saved the embarrassment of being labelled a version of an arcade game.

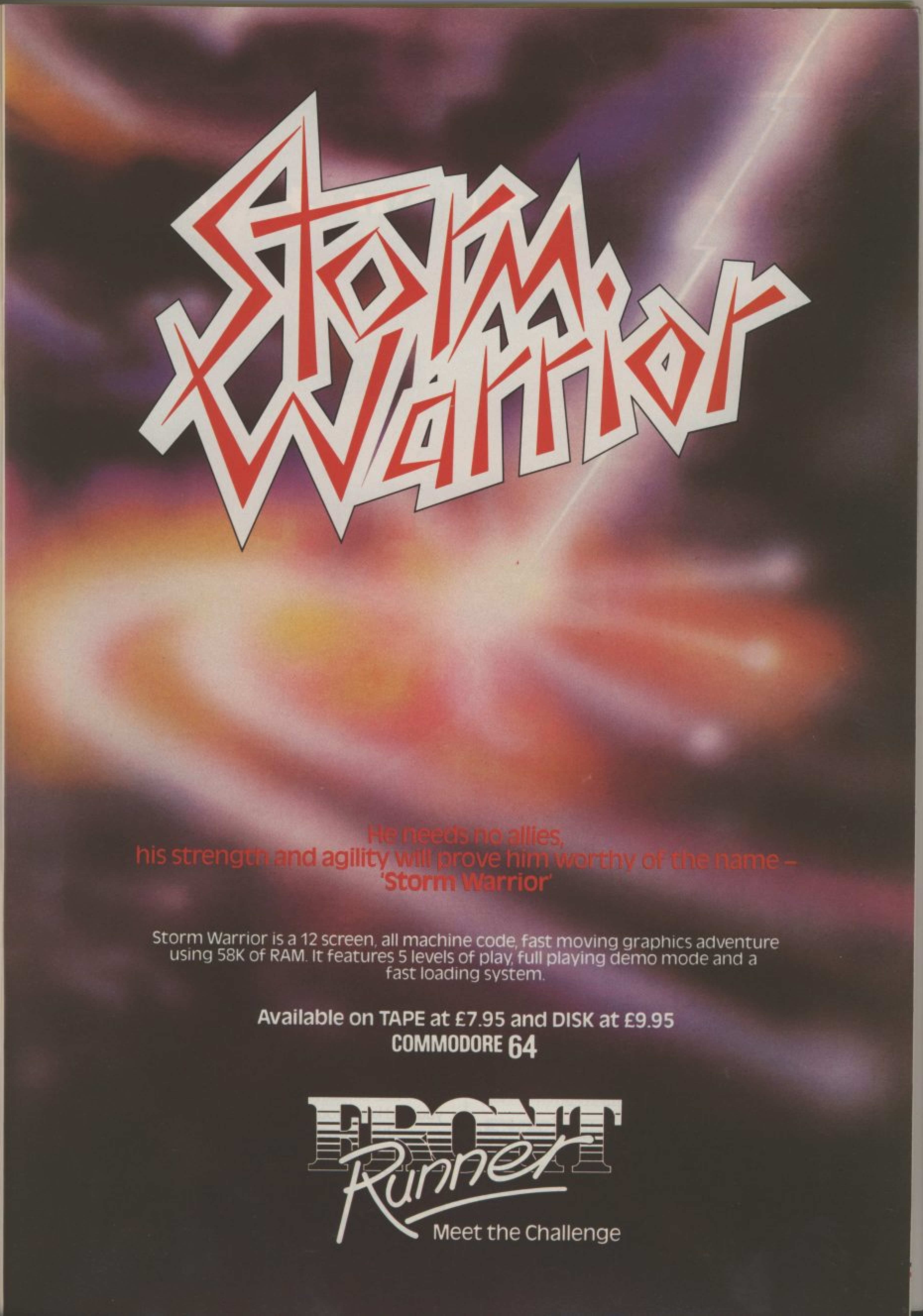
The first part of the game is a battle in outer space. Swarms of aliens descend from the top of the screen to attack your ship, which can move forwards and backwards as well as left and right just like in the arcade machine *Golf*.

Once you have defeated the first wave of attackers, you can enter into the trenches on the Deathstar's surface in search of the ship's only vulnerable point — the nuclear reactor's exhaust port.

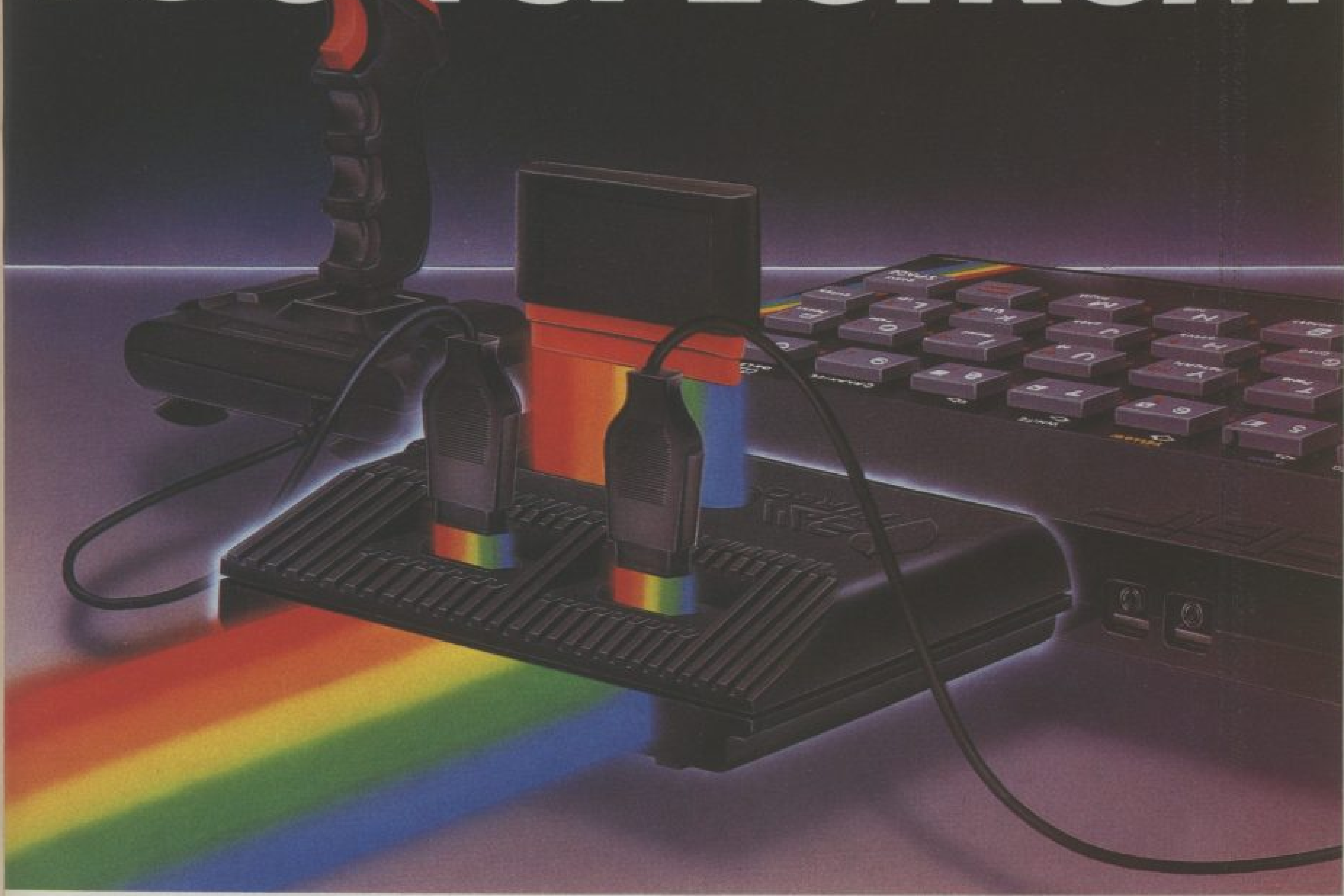
Hundreds of obstacles are in your way as you race down the trench.

Death Star is a competently written shoot-'em-up. By no means a classic game but certainly one that's worth spending a few of your hard-earned pounds on.

● Getting started	8
● Graphics	8
● Value	7
● Playability	8


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The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him.

If Thor's timing is good, the Dooky Bird will help him over the lava pit. If he jumps the pit just when Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

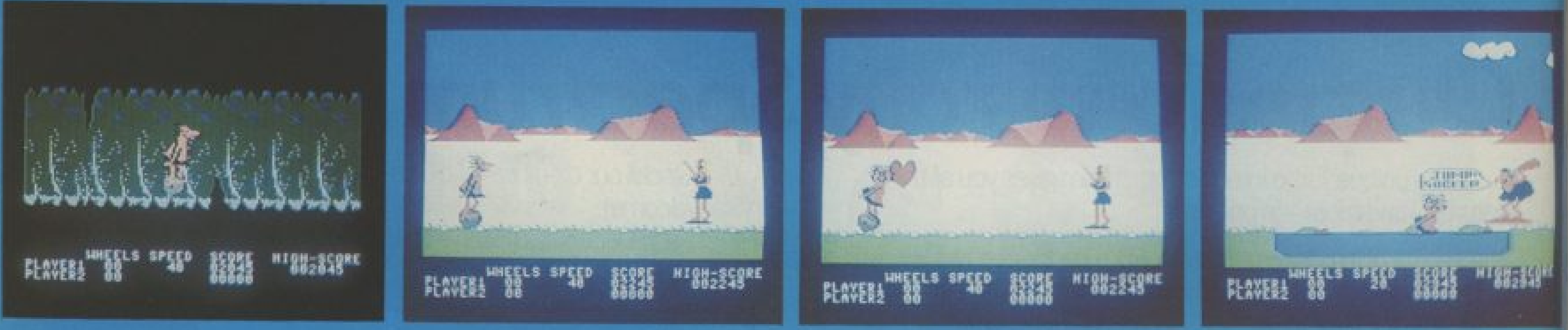
Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff.

Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur!

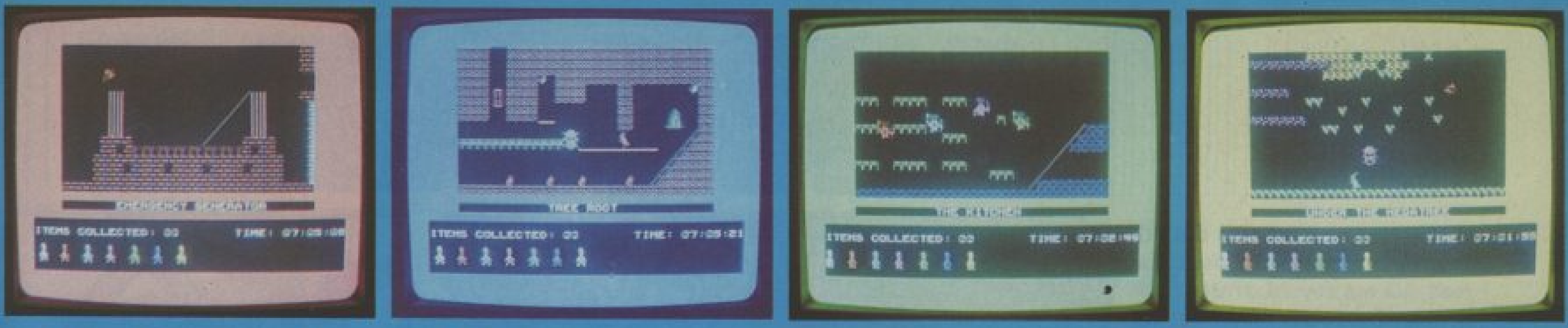
If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagtites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!



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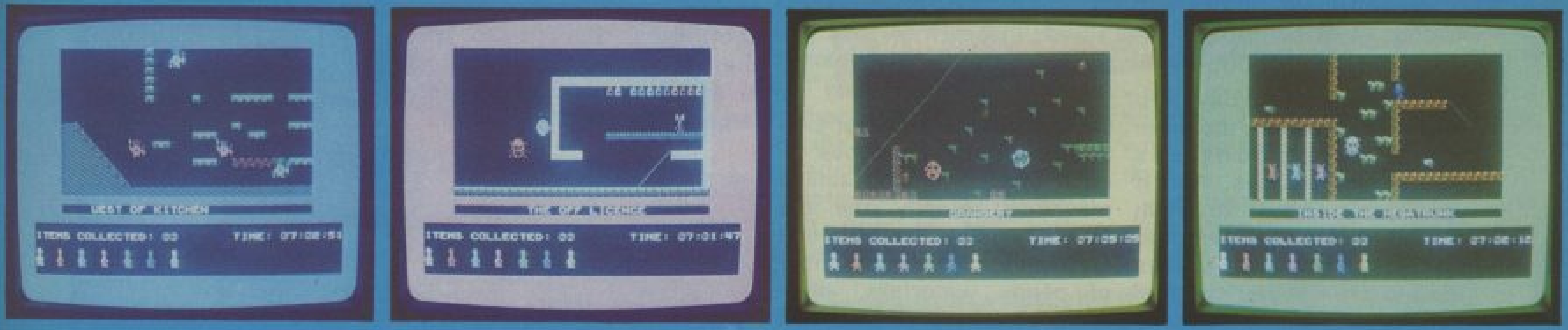
His housekeeper, Maria, however, takes a very dim view of all his revelry, and finally after a particularly boisterous thrash she puts her foot down. When the last of the louts disappears down the drive in his Aston Martin, all Willy can think about is crashing out in his four-poster. But Maria won't let him into his room until ALL the discarded glasses and bottles have been cleared away.

Can you help Willy out of his dilemma?

He hasn't explored his mansion properly yet (it IS a large place and he HAS been VERY busy) and there are some very strange things going on in the further recesses of the house (I wonder what the last owner WAS doing in his laboratory the night he disappeared).

You should manage O.K. though you will probably find some loonies have been up on the roof and I would check down the road and on the beach if I was you.

Good luck and don't worry, all you can lose in this game is sleep.



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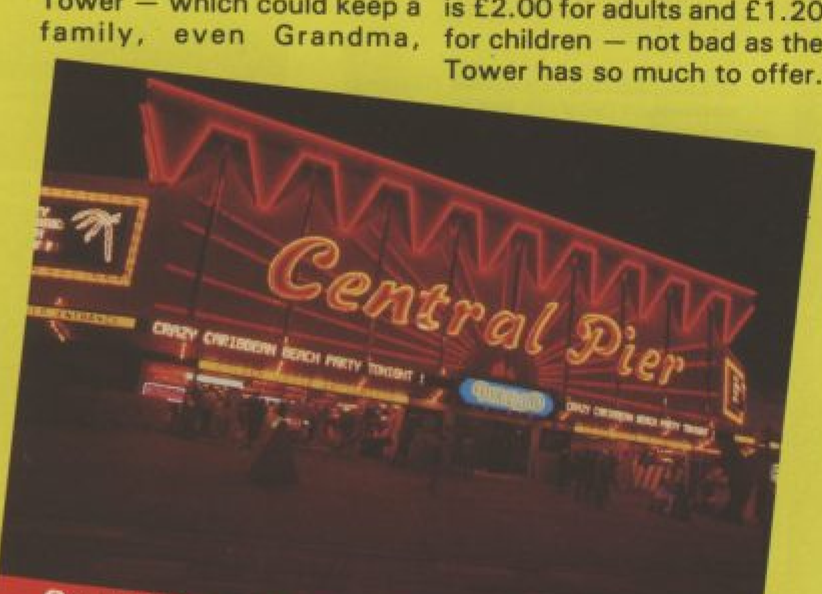
ARCADE

ARCADE SPY

While the rest of the *C&VG* team were beavering away in hot, sweaty London, I grabbed at the chance to pack my bucket and spade and headed for two days of fun and games in the playground of the North — sunny Blackpool.

From recent spying activities, reports had filtered in about The Golden Mile, the Pleasure Beach and arcades in every conceivable shape, size and form. The reports weren't far wrong either.

The area is geared up to cater for the holidaymaker's every whim on the amusement front, from Blackpool Tower — which could keep a family, even Grandma, amused for a whole day — to the Pleasure Beach, the three piers and countless amusement arcades. And if you don't want to rush around shoving pennies into machines, there is always the beach — if you can find a patch of sand to lie down on.



Central Pier, Blackpool's main pier, lit up at night.

The whiff of fish and chips affected me most strongly — the smell was everywhere, emanating from hundreds of little kiosks. In fact, the whole place smelt like a giant chip fryer! All probably due to a blazing hot day and no breeze.

The smell aside — if it's games you want to play, Blackpool is the place to come to. There are three piers, North, Central and South and — a definite plus — there's no entrance fee. The piers carry either one or two arcades in varying sizes and a fine mixture of hotels and arcades jostle with each other in the area between each one. Though if you really want to be at the centre of things, my advice is to take a tram to Central Pier and walk north or south from there.

Blackpool Tower was my first stop. The entrance price is £2.00 for adults and £1.20 for children — not bad as the Tower has so much to offer. On the ground and first two floors are three arcades — each one containing similar machines, mostly the old favourites like *Pac-Man* and *Galaxians*, and a large number of penny waterfalls, silver waterfalls (!), grab machines and fruit machines.

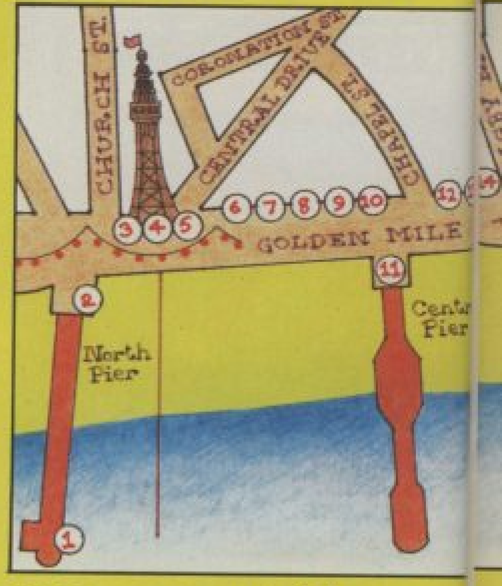
The third arcade contained a number of gems, namely *TX-1* — 20p for one play and 50p for three plays — *Spy Hunter* and *Track & Field*, the only game with a crowd round it (probably the entire family!) cheering on the exhausted competitors.

One place worth a visit is the Dome of Discovery — a room showing how music, light, sound and mirrors can be used to create different sensations and effects.

A tram then whisked me off to the North Pier which boasts two arcades though the one at the end barely qualifies for this title as it's very small and contains mostly fruits and shooting games.

The arcade at the entrance to the pier is on a much grander scale and offers a far larger selection of all types of games to the dedicated arcader. Old favourites featured heavily but stood alongside newer games as well. Playing in Blackpool is a lot cheaper than in city arcades — 10p is a pretty standard price to pay with newer games costing 20p. Cheap for the dedicated player — Huh!

It would be impossible to mention every arcade in Blackpool as there are hundreds of them tucked away in the back streets, and anyway my feet were beginning to hurt. However, I did manage to snoop round quite a few mostly the big glittery ones on the seafront and a few smaller ones spotted from the top deck of the tram. A common factor in all the arcades was the large number of seaside type

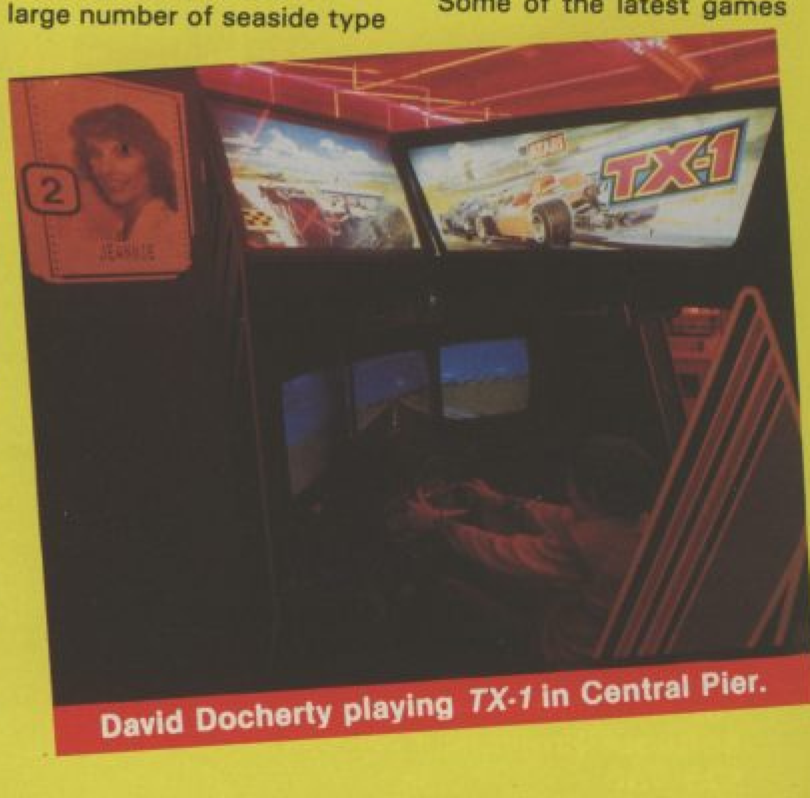


games — penny waterfalls or pushers, grab machines and a larger number of older videos than are found in city arcades.

Central Pier is the main pier and, apart from deckchairs, seaside shops selling shells and other exciting souvenirs, it has a theatre where during the summer season well known comedians descend to entertain the holiday makers for a small fee.

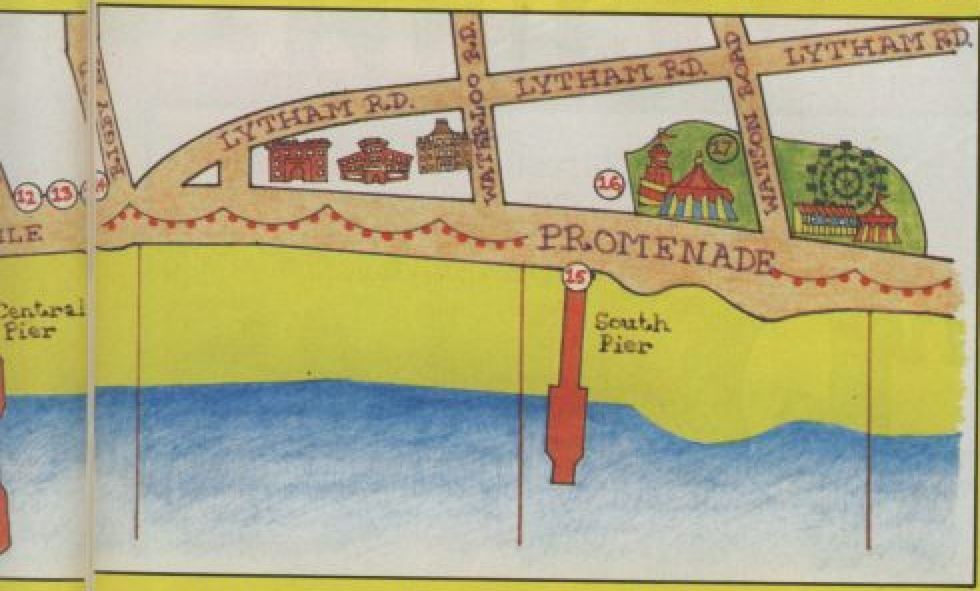
The Golden Goose is the large arcade at the entrance to the pier and at the time had 34 video games, loads of pins and a huge electronic bingo section which was very popular. In fact, most of the larger arcades along the front sported bingo where a smattering of players bingoed throughout the day.

Some of the latest games



David Docherty playing *TX-1* in Central Pier.

ACTION

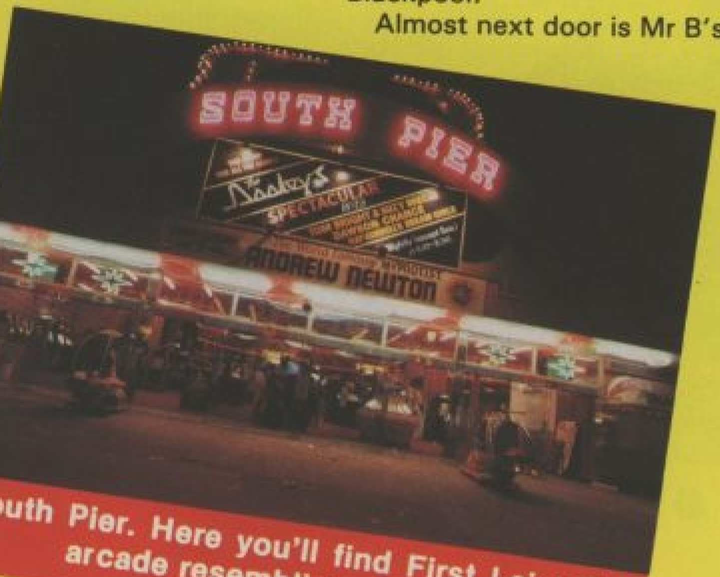


were on display here and trade seemed to be fairly busy considering the sweltering day. I expect they do even better when it rains!

It was on Central Pier that I met David Docherty from Scotland happily whizzing round *TX-1's* Grand Prix track. David was on holiday with his family for four days and said of the pride of Atari's fleet: "It's great, it's the first time I've played *TX-1*, but I'll definitely come back to it. I don't play the arcades a lot in Scotland but I do like to play when I'm on holiday".

Travelling south from Blackpool Tower to Rigby Road is the area with the highest ratio of arcades. In fact, the place is swarming with them. Coral Island, part of the Bass Leisure Division, is said to be the largest leisure emporium in the whole of Europe. The place is huge and offers all sorts of entertainment as well as a super arcade on the ground floor. A good selection of games here — even *Punch-Out!*, one of the latest games and one of only a couple in Blackpool.

Almost next door is Mr B's Amusements which has the largest frontage I've seen in an arcade. It also boasts two floors of machines of every design to cater for all tastes, from kiddies' rides to bingo and the inevitable grab and fruit machines, to a good selection of videos.



South Pier. Here you'll find First Leisure's arcade resembling a Big Top.

Other arcades worth a mention along this stretch of the prom. are Purple Penny, small by Coral Island's standards, which contains a good selection of machines and Fun Fair and Coin Castle.

It's a pleasant walk to the South Pier and, once reached, it's well worthwhile on the gaming front. First Leisure who own the arcade have seen fit to deck it out in the form of a circus Big Top. Pink and white candy-striped fabric is hung up to give the illusion of the inside of a circus tent — really startling and very original. The games are great, too! Lots of space and some good new ones although the majority once again tended to consist of popular oldies.

KEY

1,2 North Pier: two arcades
3,4,5. Blackpool Tower: three arcades
6. Coin Castle
7. Purple Penny
8. Mr B's Amusements
9. Fun Fair
10. Coral Island
11. Central Pier: one arcade — Golden Goose Amusements
12. Texas Star Amusements
13. Playaway Amusements
14. Slots of Fun
15. South Pier: one arcade
16. Lucky Star
17. Pleasure Beach: well over five arcades — on the north side

Next along the promenade is the Pleasure Beach — I nearly got lost in here — it's a good thing that they provide maps of the place! As well as advertising the fact that the Pleasure Beach contains the largest number of "white knuckle" rides in Europe, they also contain details of a large number of arcades in various sizes — all situated on the North Beach.

In one of the larger arcades, I found Dave Johnson, 21, deep in concentration over *Firefox*. After he'd blown up all the enemy MIGs, avoided countless radars and got the Firefox to safety, I asked him what he thought of the game.

"I suppose *Firefox* is my favourite — probably because it needs a certain element of skill and awareness. My hi-score is 6,337 and I think the challenge of being the best and beating everyone else is what makes it so addictive. I wouldnt like to estimate what I've spent on it, though! I also really like *Dragon's Lair* — it took me three days of concentrated playing to learn and cost me about £20.00".

Some of the arcades on the Pleasure Beach can hardly be called arcades in the true sense of the word — a few seem to be a little more than a collection of machines lurking besides fun rides.

You'll also find clusters of games in foyers and entrances to pleasure areas — in fact anywhere where people may pause for a moment. There they stand, waiting to relieve passers by of a few pence.

I didn't even have time for a quick donkey ride before the train left for London . . . still, maybe next time.

Blackpool's well worth a visit and if you're there on holiday, I guarantee you won't be stuck for things to do.

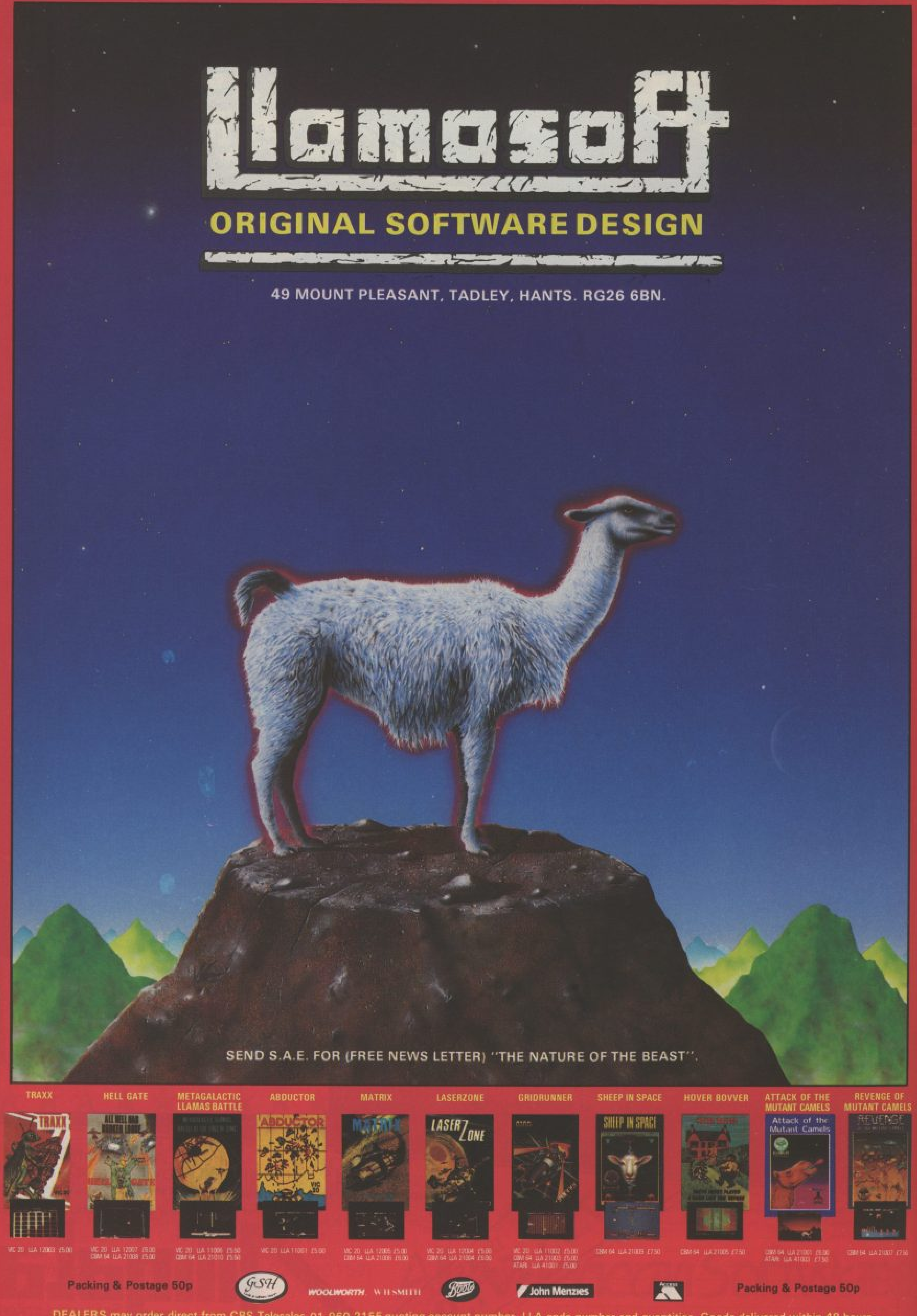
Just remember the word "amusements" and hotfoot it down to the promenade!



Coral Island. Picture supplied by Coral Island.


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MIKE SINGLETONS' 5th. COLUMN

A player's guide to strategy and war games

ALL TIME IS GAME TIME . . .

Have you ever fancied yourself as the new, improved Genghis Khan, Julius Caesar minus the noble hindrance of Brutus or, perhaps, not being an ambitious type, Emperor of the Galaxy? No? Well, there's a first time for everything I'm told — this may be yours!

I suspect you are thinking, gentle reader, that you have somehow blundered into the section of the magazine devoted to apprentice dictators and that this column might be more aptly titled Megalomaniacs Corner. Sorry to disappoint you. The Fifth Column is here to bring you inside information on games of strategy and it is just a fact of life that the struggles of men for power offer the richest themes for computer simulation — struggles that mean war on the battlefield, in the boardroom or at the ballot box.

So, I will make no apologies that the Fifth Column will be discussing war-games, anymore than an historian would apologise for having to mention the Battle of Hastings. Suffice it to say that, in any case, venting a lust for power or destruction at the keyboard (if that really is what makes people play war-games) is a darned sight healthier than venting it in real life. As far as the Fifth Column is concerned, all time is game time and any connection with reality is purely coincidental.

REMOTE CONTROL

Games that need more than one player are always beset by one crucial problem — finding enough sane, rational human beings who are crazy or gullible enough to fritter away their valuable time actually playing them with you. A lot of games solve the problem by assigning the computer the role of opponent but, let's face it, there is something psychologically more challenging in playing against other people.

Imperial Software's unique solution is *Empires*, a game of galactic warfare involving both military and economic decisions. The game is beautifully packaged and comes complete with four cassette tapes, four rule-books, four galactic maps and a pack of blank record cards.

My only major criticism of *Empires* is the patience and dedication it needs to see a game through to its conclusion. On the other hand, if you do get to play *Empires*, you will find the sheer time-scale creates all the tensions and nail-biting of a titanic struggle. If you want a game that will keep you engrossed for months, this could be it.

SALT-CELLAR SOFTWARE

The ladies have retired to the drawing-room, the subtle aroma of brandy and cigar smoke wafts through the air and Carruthers is energetically manouevring the salt-cellar, which he strangely refers to as the 21st Panzer Division, across the desert of the tablecloth. Now is the perfect time to introduce your imaginative guest to Lothlorien's *Confrontation*.

It's a clever concept. It's not just a war-game but a whole system for recreating any modern warfare scenario you choose. The Master Tape allows you to design your own map, select your own units and set your own objectives. Your selection is made from a comprehensive range of terrain features and unit types, including air squadrons and paras as well as conventional ground units, so that virtually any land battle of the 20th century can be simulated.

Three of the tapes of player tapes. The fourth is the umpires tape, and this is the key to the game. Imperial Software has created a play-by-mail system which uses cassette tapes as the medium for passing information and orders back and forth.

Your personal player tape enables you to load and scrutinize the latest turn's data which the umpire has sent you on a cassette. At your leisure, you check the status of your battle fleets, the profitability of your mining companies and ponder the significance of newly explored solar systems. It may take you hours to decide on your next moves — it may take you days! Eventually, you give a fresh set of instructions to your computer which then records the data back onto the cassette the umpire sent you. Now you must return the tape to the umpire for processing.

Having received a fresh batch of tapes from all the players, it's the umpire's turn for some fun. Using his special umpire's tape, he first collates and processes the data that's been sent to him. Ships make landfall on new planets, battles rage in the starry blackness, great fortunes accrue in the interstellar treasuries but each event is handled impartially and automatically by the umpire's Spectrum which finally records the new turn's data to be dispatched to the players.

So where's the fun? Well, the umpire has access to a lot of information that the players don't. Whereas an individual player knows only the location of his own ships and mining operations plus the odd enemy force he has chanced upon, the umpire knows all. Imperial suggests that the umpire uses this knowledge creatively to leak facts selectively to individual players. The umpire's task, if he so chooses, is to add the spice of his imagination to the game.

The game itself is well presented on screen, all information about your race's galactic dispositions being routed through a convincing representation of a computer consol and attention to detail is good. Imperial has even designed a different character set for each interstellar race.

A pity, then, that this outstanding concept is not quite so outstanding in actual play. It is interesting and can be engaging but somehow it doesn't stimulate quite as well as it simulates.

The battle system which gave no clues as to damage inflicted, save a burp from the loudspeaker or the actual disappearance of a unit from the screen, was needlessly uninformative.

In particular, the on-screen map, which was very attractive to look at casually, was not quite as nice to look at when you were trying to decide if your unit was armoured, mechanized infantry, artillery or whatever. This is what comes of trying to cram a large map onto a small screen. If only Lothlorien had gone for a scrolling screen and units occupying four cells instead of one! Still, ours is not to reason why. It's an ideal simulation if you've got eyes like a hawk and an eidetic memory. Sometimes, I suspect all of my opponents have!

Full marks, Lothlorien, for originality but please spare a few thoughts for the poor old player next time. We aren't all perfect.

SUNSHINE HOLIDAYS FOR ALL!



So, you've just come back from your summer holiday and all you've got to look forward to is going back to school or work. Horrible, isn't it? But, never fear, *Computer & Video Games* is here to bring you new hope. Along with our friends *Lothlorien*, — the premier war games company—we can offer you a spring holiday for two! Interested? Then read on...

The competition, being organised by *Lothlorien*, is based around their *Special Operations* war-game. The game challenges you to set up a commando mission and steal some secrets from the Germans.

All you have to do to win a holiday in the sun is complete the **Objective 4** version of the *Special Operations* game, which involves successfully stealing a sample of an experimental rocket fuel.

If you manage to complete the game, just fill in the entry form you'll find ONLY in *Computer & Video Games*, telling **Lothlorien** just how long it took you to complete the game.

Don't forget to save your successful game on tape. You will need it to win the first prize. You must also send the special competition tag cut from the cassette inlay of the *Special Operations* game as proof of purchase.

The competition is open to Spectrum, Commodore 64 and Atmos owners. Each category has a holiday in the sun, some time in March next year, as the top prize. Second prize is a colour TV.

The best 12 entries for each machine will be required to send their save game as proof of their achievement. The top five competitors for each machine will be invited to a grand *Special Operations* play-off in February next year in front of a panel of selected judges.

Now for the bad news — you have to purchase a copy of **Lothlorien's** *Special Operations* game before you can enter. But the first 50 entries in the *Special Operations* competition who use the *Computer & Video Games* entry form will receive a special bonus prize — a FREE **Lothlorien** tape.

C&VG/LOTHLORIEN SPECIAL OPERATIONS COMPETITION

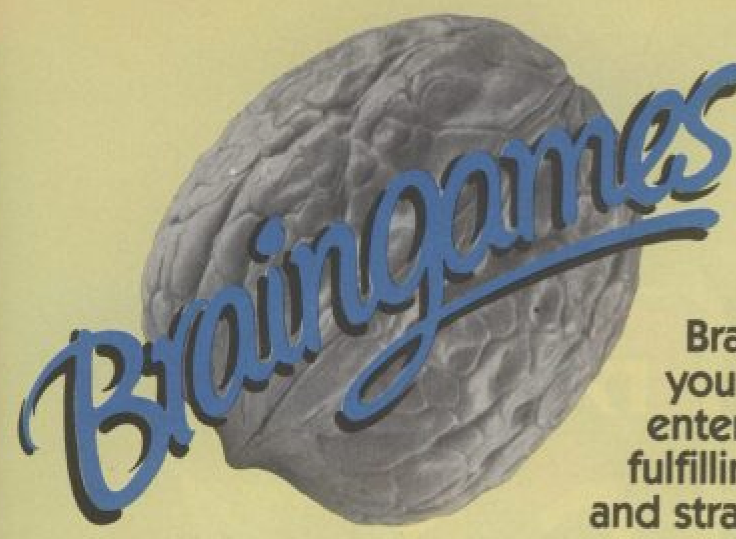
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Closing date for the competition is January 31st 1985. Remember to complete the official entry form on this page and sent it to *M.C. Lothlorien*, 56a Park Lane, Poynton, Cheshire SK12 1AE NOT *Computer & Video Games*. Entry forms will be found in the November and December issues of *C&VG*. Entry is open to all except employees of *Lothlorien* and EMAP.



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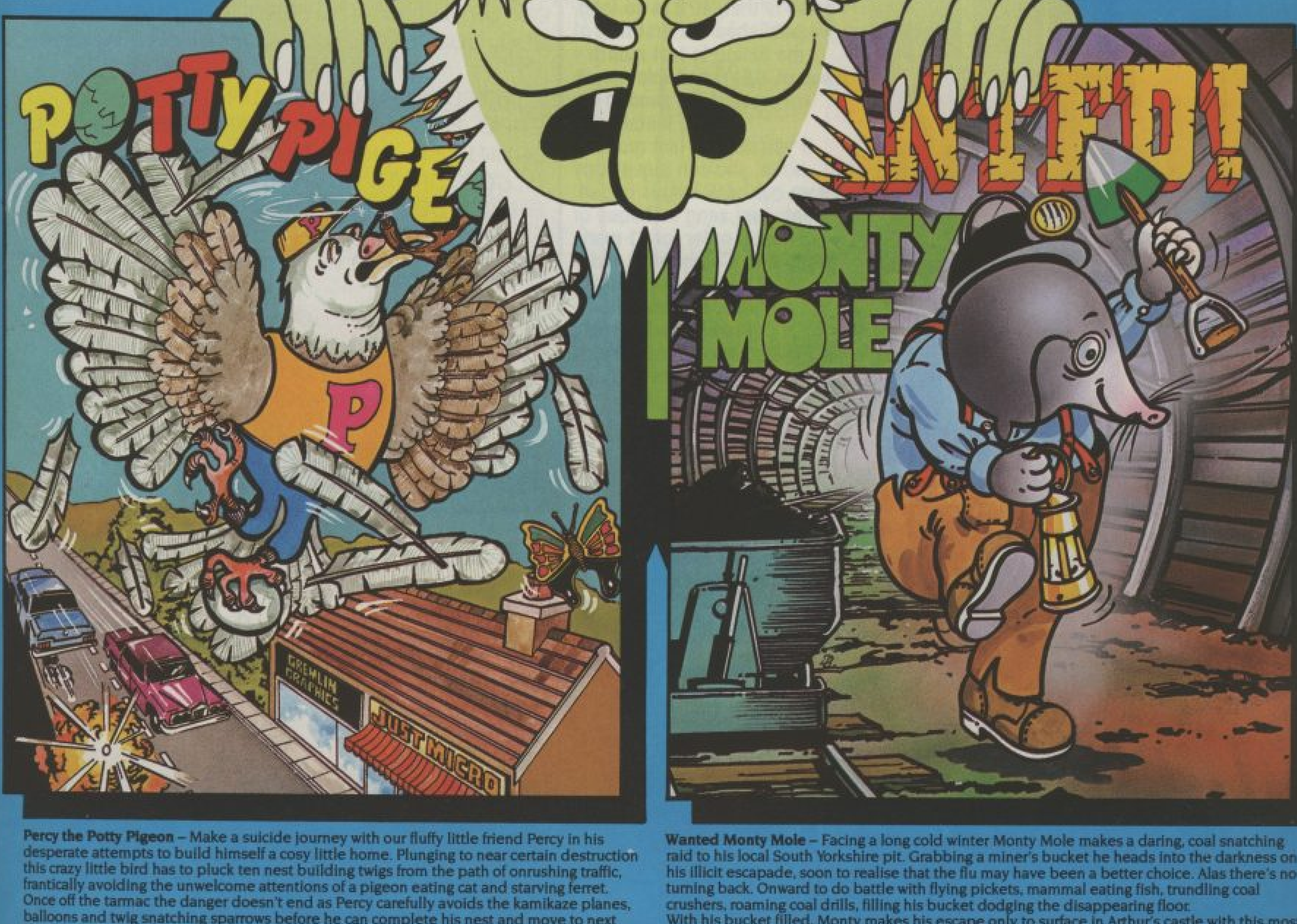
Two new games to drive you as potty as Percy, as mad as Monty packing in as much excitement and nerve racking tension as anything you can buy. The first launch from a new company whose design team have already shown themselves to be masters of games planning, graphic and sound effects.

Tony Crowther

One of today's brightest and most successful games developers, author of such outstanding hits as Loco, Blagger and Son of Blagger. A "Crowther Classic" is not just a game but an enthralling opportunity to challenge one of the liveliest minds in modern games computing circles.

Peter Harrap

A sparkling new approach from a fresh face to Spectrum programming. His Monty Mole has created outstanding interest and received fine reviews from games "buffs", national press, radio and television.



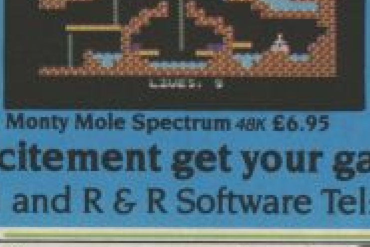
Percy the Potty Pigeon – Make a suicide journey with our fluffy little friend Percy in his desperate attempts to build himself a cosy little home. Plunging to near certain destruction this crazy little bird has to pluck ten nest building twigs from the path of onrushing traffic, frantically avoiding the unwelcome attentions of a pigeon eating cat and starving ferret. Once off the tarmac the danger doesn't end as Percy carefully avoids the kamikaze planes, balloons and twig snatching sparrows before he can complete his nest and move to next level. But don't be totally disheartened our loveable little character has a few surprises of his own in the shape of revolting explosive eggs.

Wanted Monty Mole – Facing a long cold winter Monty Mole makes a daring, coal snatching raid to his local South Yorkshire pit. Grabbing a miner's bucket he heads into the darkness on his illicit escapade, soon to realise that the flu may have been a better choice. Alas there's no turning back. Onward to do battle with flying pickets, mammal eating fish, trundling coal crushers, roaming coal drills, filling his bucket dodging the disappearing floor. With his bucket filled, Monty makes his escape only to surface in Arthur's castle with this most imposing of leaders barring his way seated on his graphite throne. Cleverly seizing his only chance of toppling the great man, Monty collects the secret ballot papers and vote casting scroll. But Arthur's no fool when it comes to the heavy stuff and his personal bodyguard of super fit pickets and deadly flying hairsprays put up an almighty struggle with our valiant Mole.

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PART TWO

BY DAVID BRIMLEY

Enchanted Castle

RUNS ON A BBC MODEL B



David Brimley's superb game, Enchanted Castle, certainly shocked our review team into a fervour of enthusiasm. Basically, the game is a graphical Adventure set in a deserted castle, but we guarantee the graphics will knock your eye out. The one problem with the game is that, as it is so long, we published the first half of the listing in last month's issue of *C&VG* and this month we present the second exciting instalment. If you missed last month's issue, you can buy a copy from our back issues department. Just send a cheque or postal order for £1 made payable to *Computer & Video Games* to Competition House, Farmdon Road, Market Harborough. Please make it clear which issue you require.

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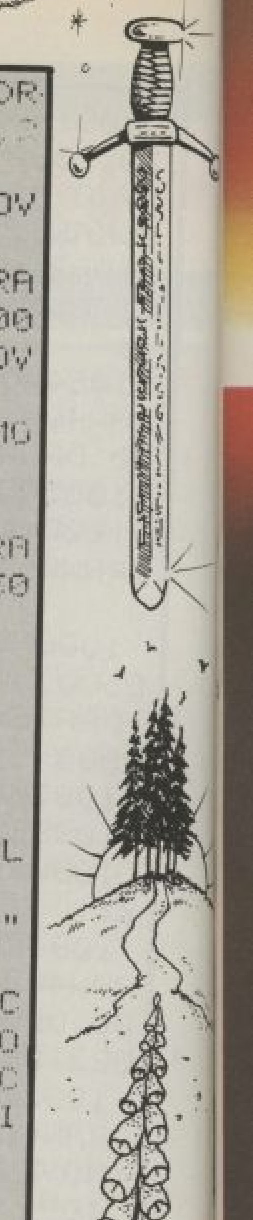


Illustration: Dorian Cross

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 1150SC=SC+30
 1151ENDPROC
 3999ENDPROC
 4000DEFPROChelp
 4001IFL=550THENPRINT"READ SCROL
L":ENDPROC
 4002IFL=650THENPRINT"READ SIGN"
:ENDPROC
 4003IFL=750THENPRINT"TO ENTER C
OMBINATION TYPE THIS           CO
MBINATION+numbers":PRINT:ENDPROC
 4010PRINT"I WOULD LIKE TO BUT I
CAN'T!"
 4012ENDPROC
 4020DEFPROCsouth
 4021L=L-1
 4022IFL=148AND ODOOR=0THENL=L+1
:PRINT"THE DOOR IS IN THE WAY"
 4023IFL=900ANDA$="S"THEN L=149:
L=L+1:PROCscreen:ENDPROC
 4024IFL=49THEN L=1100
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 4052DEFPROCno
 4053IFA$="N"THENL=L-1
 4054IFA$="S"THENL=L+1
 4055IFA$="E"THENL=L-100
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 4060DEFPROCread
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wear.And if you have a   tidy mi
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ROC
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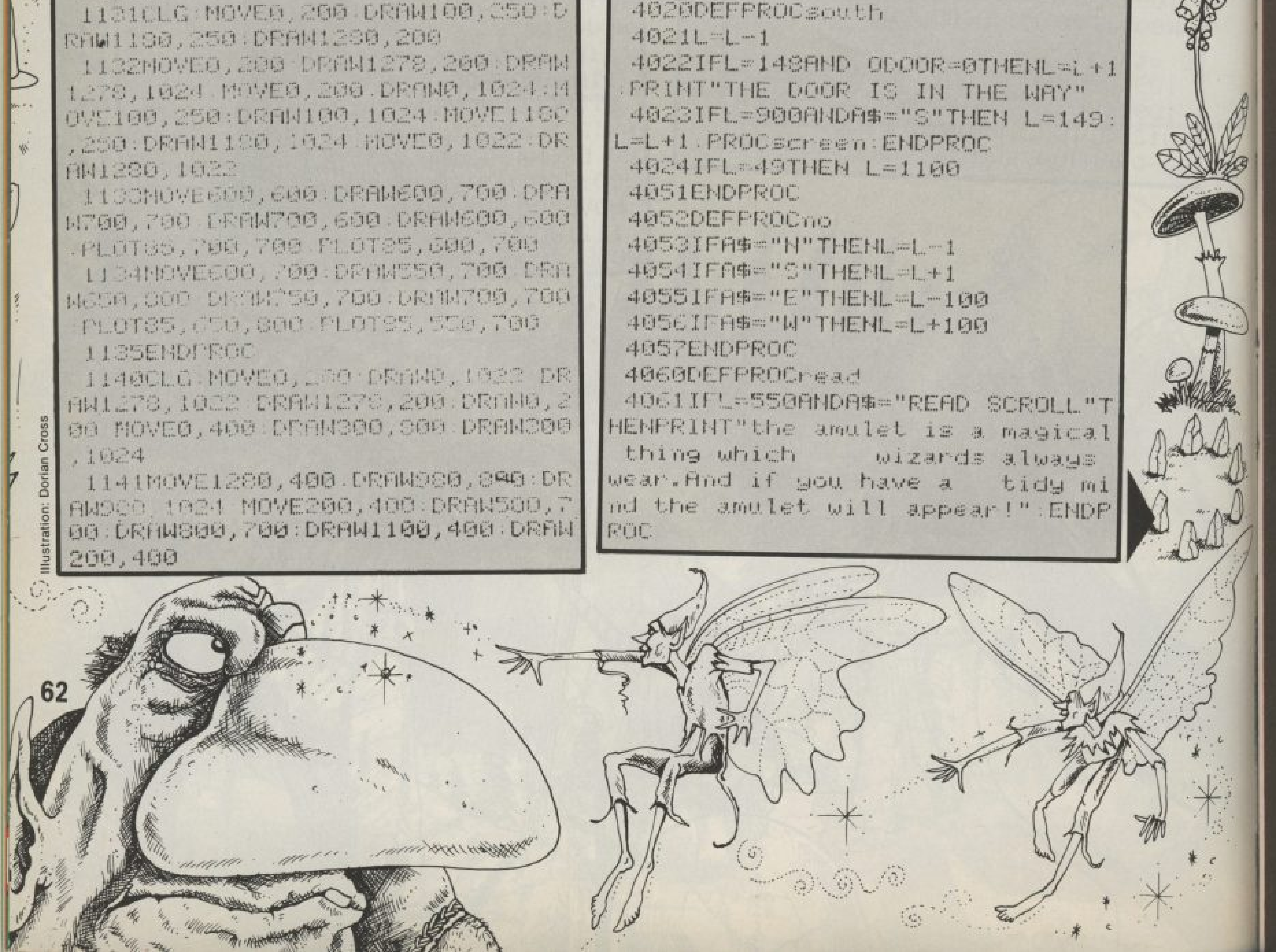


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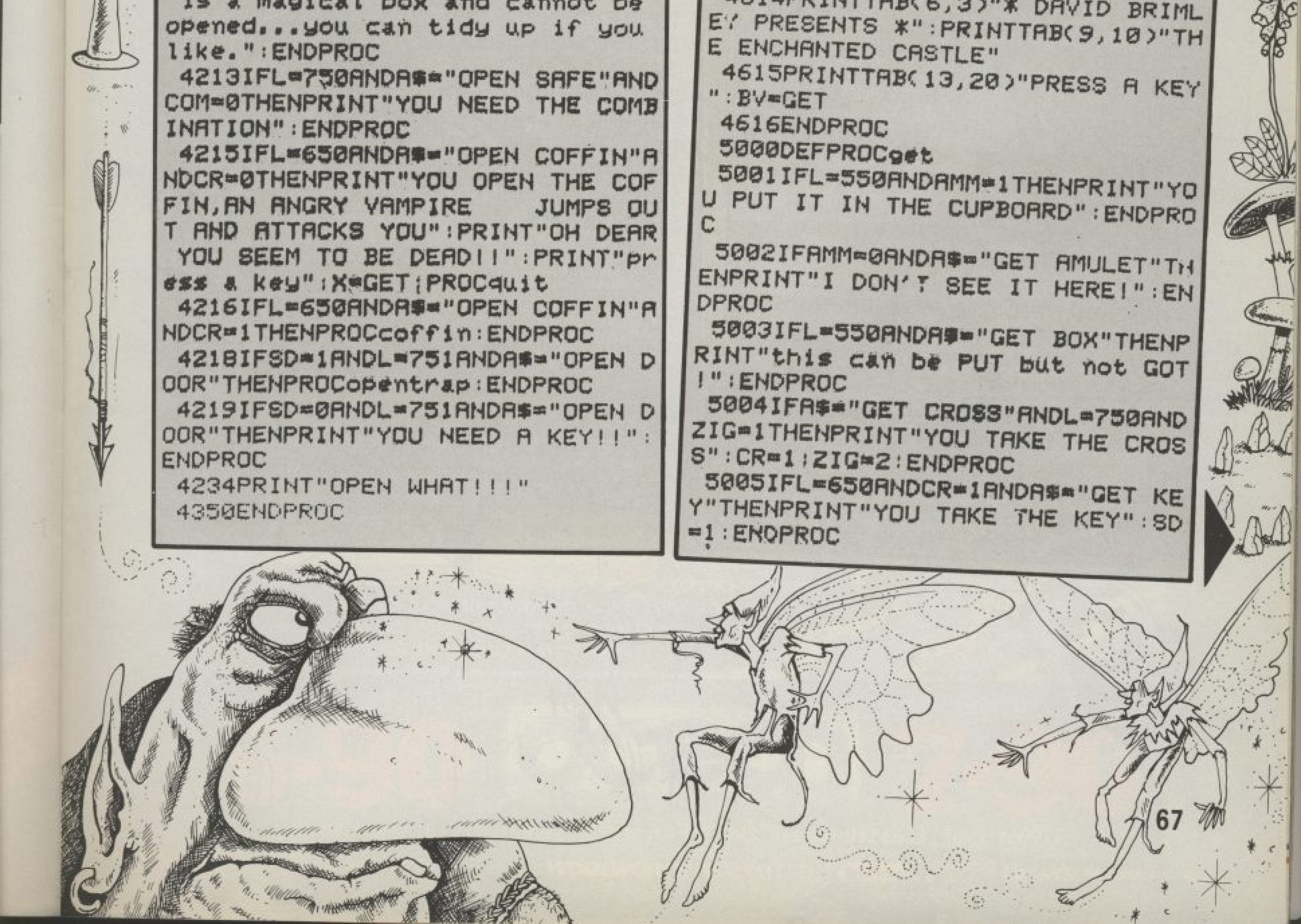
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4062IFL=650ANDA$="READ SIGN"THE
NPRINT"HERE LIES THE VAMPIRE OF
THE CASTLE":ENDPROC
4063IFA$="READ SIGN"ANDL=751THE
NPRINT"the mad doctor lives here
.,beware.":ENDPROC
4064IFL=551ANDA$="READ SCROLL"T
HENPRINT"the combination is "L$:
ENDPROC
4065IFL=551ANDA$="READ SIGN"PRI
NT"THE SIGN READS    'bar'":ENDPR
OC
4066IFL=552ANDA$="READ SIGN"THE
NPRINT"999 IS THE SECOND COMBINA
TION........":ENDPROC
4067IFL=550ANDA$="READ SIGN"THE
NPRINT"THE SIGN SAYS...good luck
!..."
4068IFL=150THENPRINT"THE TWO SI
GNS READ SOUTH is a door and  NO
RTH is the goblins palace!":ENDP
ROC
4079PRINT"READ WHAT"
4080ENDPROC
4200DEFPROCopen
4210IFL=550ANDA$="OPEN CUPBOARD
"THENPRINT"IT'S ALREADY OPEN!":E
NDPROC
4212IFL=550ANDA$="OPEN BOX"THEN
PRINT"YOU HEAR A VOICE SAY  this
 is a magical box and cannot be
opened...you can tidy up if you
like.":ENDPROC
4213IFL=750ANDA$="OPEN SAFE"AND
COM=0THENPRINT"YOU NEED THE COMB
INATION":ENDPROC
4215IFL=650ANDA$="OPEN COFFIN"A
NDCR=0THENPRINT"YOU OPEN THE COF
FIN,AN ANGRY VAMPIRE     JUMPS OU
T AND ATTACKS YOU":PRINT"OH DEAR
 YOU SEEM TO BE DEAD!!":PRINT"pr
ess a key":X=GET:PROCquit
4216IFL=650ANDA$="OPEN COFFIN"A
NDCR=1THENPROCcoffin:ENDPROC
4218IFSD=1ANDL=751ANDA$="OPEN D
OOR"THENPROCopentrap:ENDPROC
4219IFSD=0ANDL=751ANDA$="OPEN D
OOR"THENPRINT"YOU NEED A KEY!!":
ENDPROC
4234PRINT"OPEN WHAT!!!"
4350ENDPROC
```

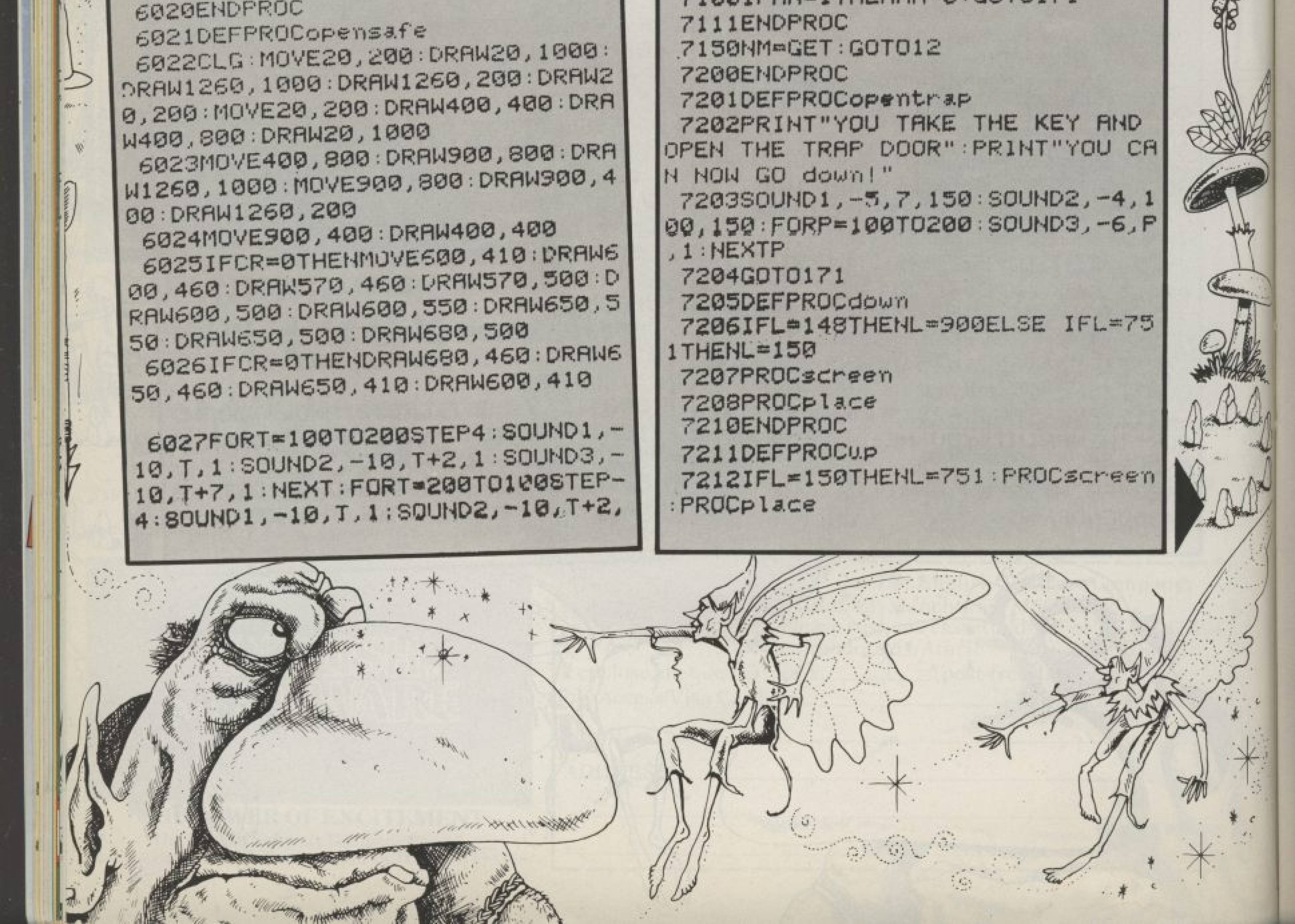
```
4400DEFPROCenter
4402IFL=550ANDA$="ENTER HOLE"AN
DAMM=0THENPRINT"I CAN'T YET..I'A
M TO BIG":ENDPROC
4403IFL=550ANDAMM=2ANDA$="ENTER
HOLE"THENL=L+1:PROCscreen:PROCp
lace:ENDPROC
4404IFL<>550ANDA$="ENTER HOLE"T
HENPRINT"I DO NOT SEE IT HERE!":
ENDPROC
4405IFA$="ENTER FIREPLACE"ANDL=
1100THENL=50:PROCscreen:PROCplac
e
4440PRINT"ENTER WHAT!!!"
4500ENDPROC
4501DEFPROCin
4502INPUTB$
4503ENDPROC
4504DEFPROCblowup
4505SOUND4,-15,100,70:FORX=1TO1
00:MOVE850+RND(200),RND(600):DRA
WRND(1280),RND(1024):NEXT
4506PRINT"WHAT A SHAME HE'S JUS
T BLOWN YOU UP!!":PRINT"you seem
 to be dead":PRINT"press a key":
NM=GET:RESTORE:PROCquit
4600DEFPROCsmile
4610FORT=1TO100STEP4:SOUND3,-15
,T,1:NEXT:ENDPROC
4612DEFPROCopenscreen
4614PRINTTAB(6,3)"* DAVID BRIML
EY PRESENTS *":PRINTTAB(9,10)"TH
E ENCHANTED CASTLE"
4615PRINTTAB(13,20)"PRESS A KEY
":BV=GET
4616ENDPROC
5000DEFPROCget
5001IFL=550ANDAMM=1THENPRINT"YO
U PUT IT IN THE CUPBOARD":ENDPRO
C
5002IFAMM=0ANDA$="GET AMULET"TH
ENPRINT"I DON'T SEE IT HERE!":EN
DPROC
5003IFL=550ANDA$="GET BOX"THENP
RINT"this can be PUT but not GOT
!":ENDPROC
5004IFA$="GET CROSS"ANDL=750AND
ZIG=1THENPRINT"YOU TAKE THE CROS
S":CR=1:ZIG=2:ENDPROC
5005IFL=650ANDCR=1ANDA$="GET KE
Y"THENPRINT"YOU TAKE THE KEY":SD
=1:ENDPROC
```



```
5006IFL=1000AND GC=1THENPRINT"YOU HAVE GOT IT ALREADY....SILLY!!":ENDPROC
5007IFL=1000THENPRINT"YOU TAKE THE CROWN":GC=1:ENDPROC
5999PRINT"I CAN'T GET THAT!!!"
6000ENDPROC
6001DEFPROCstring
6002IFF=0THENL$="0"
6003IFF=1THENL$="1"
6004IFF=2THENL$="2"
6005IFF=3THENL$="3"
6006IFF=4THENL$="4"
6007IFF=5THENL$="5"
6008IFF=6THENL$="6"
6009IFF=7THENL$="7"
6010IFF=8THENL$="8"
6011IFF=9THENL$="9"
6012IFF=10THENL$="10"
6013ENDPROC
6014DEFPROCcombination
6015IFL=149ANDRIGHT$(A$,3)=DV$THENPROCopendoor
6016IFL<>750THENPRINT"I CAN'T DO THAT HERE!"
6017IFL=750ANDAMM<2THENPRINT"NO CHEATING PLEASE!!":ENDPROC
6018IFL=750ANDAMM=2ANDRIGHT$(A$,1)=L$ THENZIG=1:PROCopensafe
6020ENDPROC
6021DEFPROCopensafe
6022CLG:MOVE20,200:DRAW20,1000:DRAW1260,1000:DRAW1260,200:DRAW20,200:MOVE20,200:DRAW400,400:DRAW400,800:DRAW20,1000
6023MOVE400,800:DRAW900,800:DRAW1260,1000:MOVE900,800:DRAW900,400:DRAW1260,200
6024MOVE900,400:DRAW400,400
6025IFCR=0THENMOVE600,410:DRAW600,460:DRAW570,460:DRAW570,500:DRAW600,500:DRAW600,550:DRAW650,550:DRAW650,500:DRAW680,500
6026IFCR=0THENDRAW680,460:DRAW650,460:DRAW650,410:DRAW600,410

6027FORT=100TO200STEP4:SOUND1,-10,T,1:SOUND2,-10,T+2,1:SOUND3,-10,T+7,1:NEXT:FORT=200TO100STEP-4:SOUND1,-10,T,1:SOUND2,-10,T+2,1:SOUND3,-10,T+7,1:NEXT
6028PROCplace
6029ENDPROC
6066IFL=552THENPRINT"THINK SQUARE!!":ENDPROC
6100ENDPROC
7000DEFPROCcoffin
7001CLG:MOVE500,200:DRAW400,700:DRAW500,1000:DRAW800,1000:DRAW900,700:DRAW800,200:DRAW500,200
7002IFSD=1THEN7006
7003MOVE620,480:DRAW700,480:DRAW700,500:DRAW675,500:DRAW672,520:DRAW700,520:DRAW700,540:DRAW675,540:DRAW675,600
7004DRAW700,600:DRAW700,700:DRAW600,700:DRAW600,600:DRAW625,600:DRAW625,480
7005MOVE620,620:DRAW620,680:DRAW680,680:DRAW680,620:DRAW620,620
7006IFK=1ANDSD=0THENPRINT"I'AM LOOKING INSIDE THE COFFIN":PRINT"I SEE A KEY"
7007IFK=1ANDSD=1THENPRINT"I'AM LOOKING INSIDE THE COFFIN":PRINT"I SEE NOTHING"
7008IFK=0THENPRINT"AN ANGRY VAMPIRE JUMPS OUT.BUT SEE'S    YOUR CROSS AND RUNS AWAY":PRINT"IN THE COFFIN IS A KEY":K=1
7100IFMN=1THENMN=0:GOTO171
7111ENDPROC
7150NM=GET:GOTO12
7200ENDPROC
7201DEFPROCopentrap
7202PRINT"YOU TAKE THE KEY AND OPEN THE TRAP DOOR":PRINT"YOU CAN NOW GO down!"
7203SOUND1,-5,7,150:SOUND2,-4,100,150:FORP=100TO200:SOUND3,-6,P,1:NEXTP
7204GOTO171
7205DEFPROCdown
7206IFL=148THENL=900ELSE IFL=751THENL=150
7207PROCscreen
7208PROCplace
7210ENDPROC
7211DEFPROCup
7212IFL=150THENL=751:PROCscreen:PROCplace
```

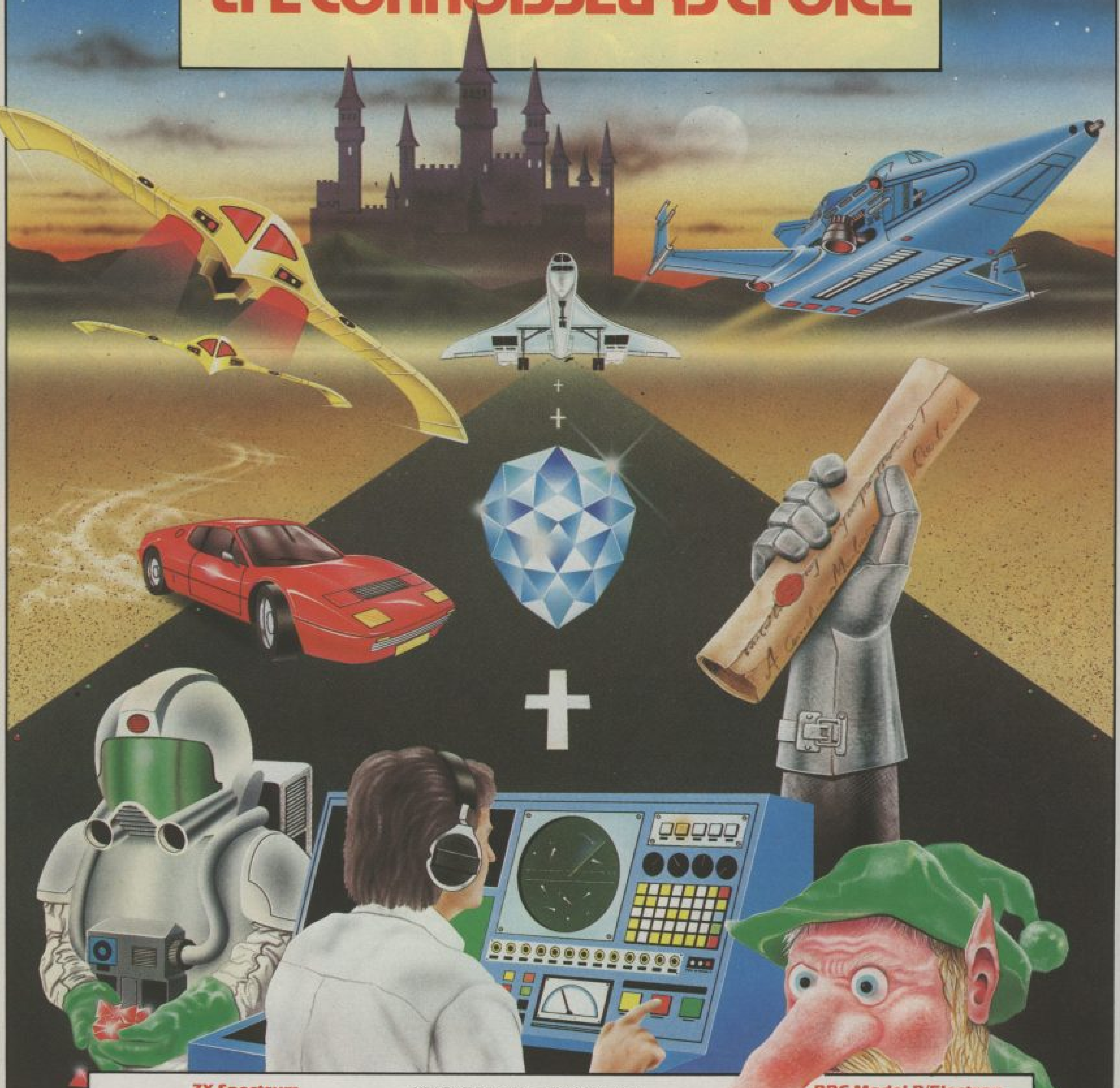





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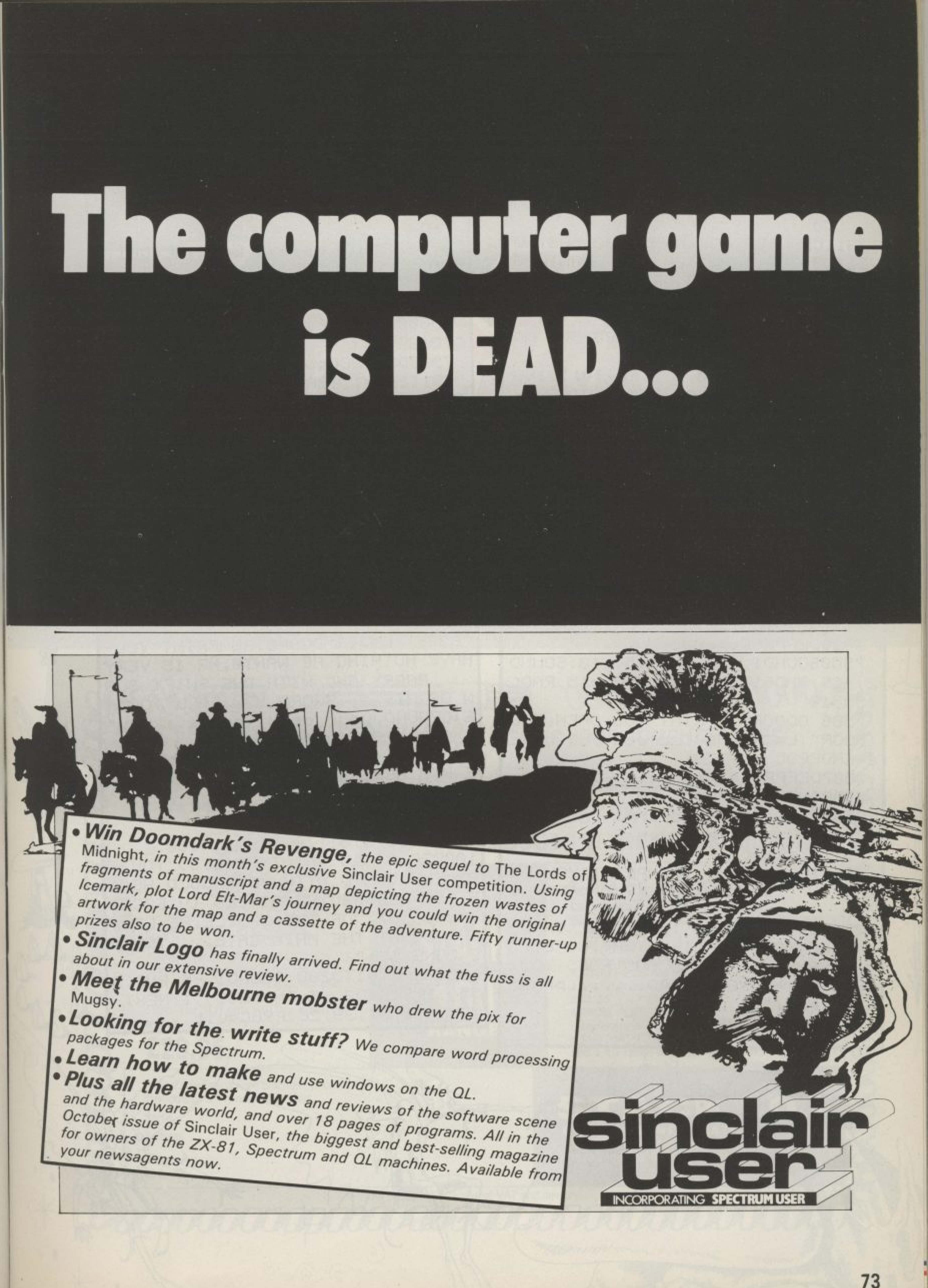
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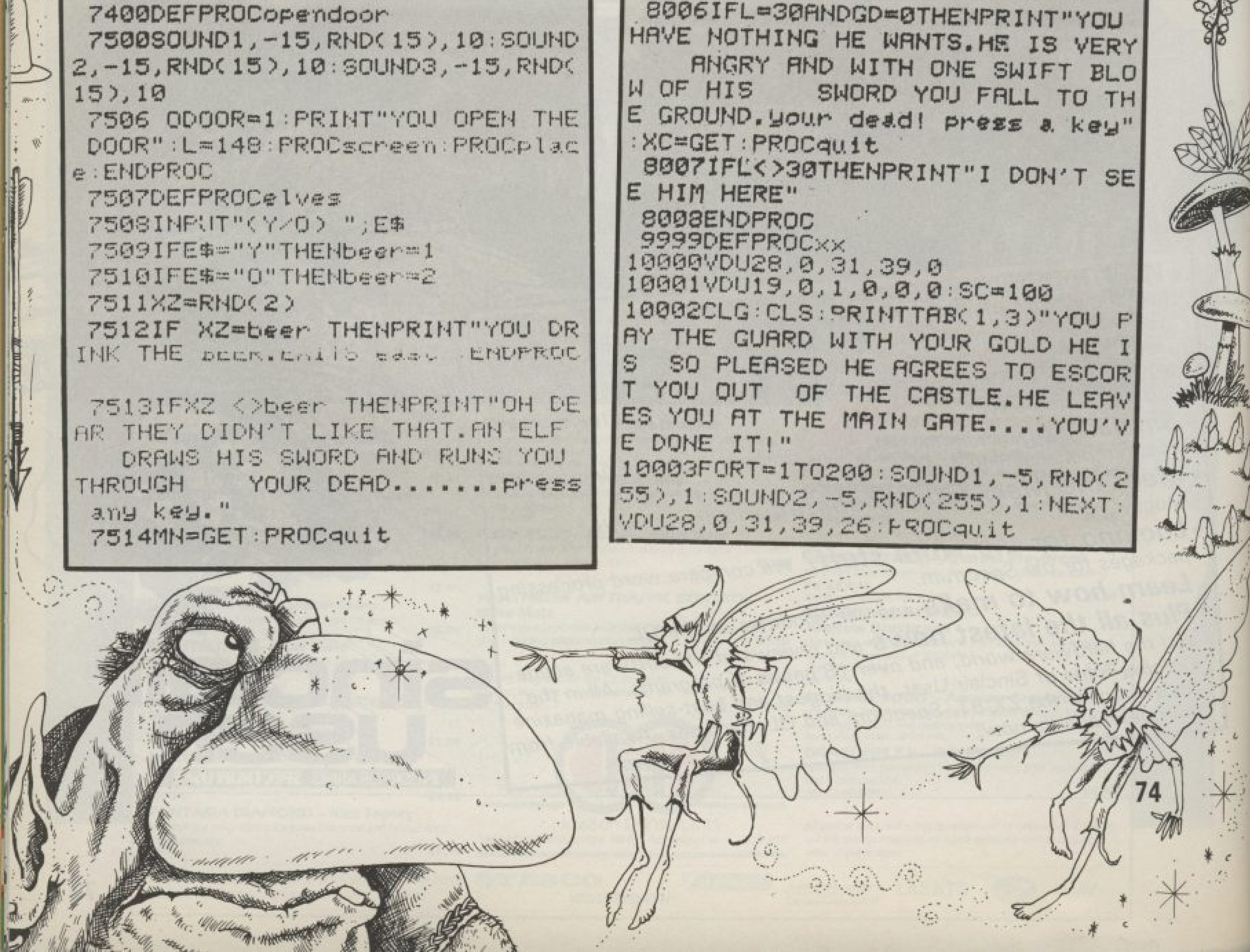
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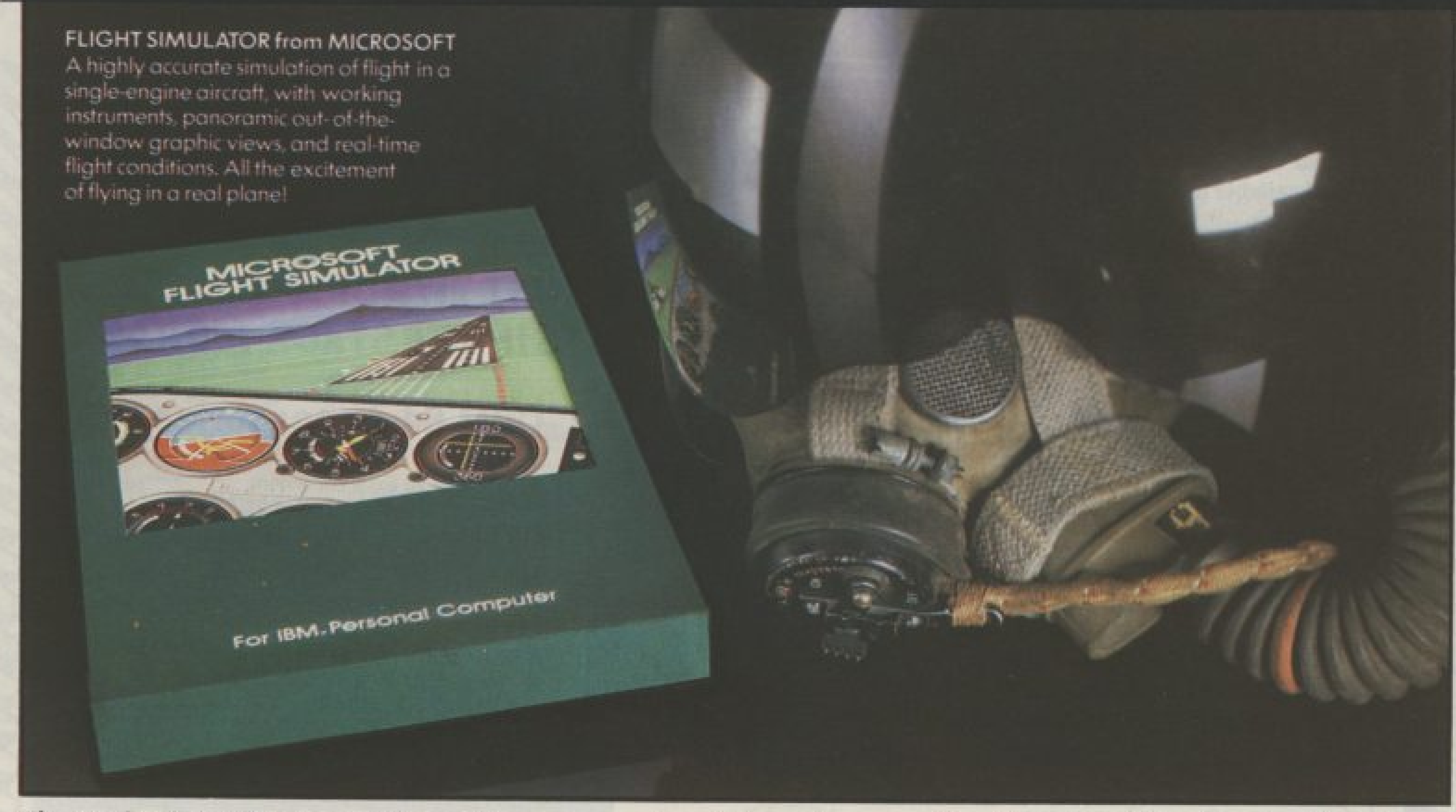

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sinclair user
INCORPORATING SPECTRUM USER

```
7213IFL=900THENL=148:PROCscreen
:PROCplace
7214IFL=50THENL=30:PROCscreen:P
ROCplace
7215ENDPROC
7300DEFPROCgoblin
7310CLG:MOVE0,200:DRAW0,1022:DR
AW1278,1022:DRAW1278,200:DRAW0,2
00:DRAW200,400:DRAW300,300:DRAW6
00,600
7311DRAW900,300:DRAW1100,500:MO
VE1100,200:DRAW1100,600:DRAW1000
,700:DRAW1000,750:DRAW1025,750:D
RAW1025,800:DRAW1000,800:DRAW100
0,900
7312MOVE950,900:DRAW1280,900:MO
VE950,900:DRAW1050,1024
7313PLOT69,1000,775:FORT=1TO100
0:NEXT:PLOT70,1000,775:PLOT69,98
0,750:FORT=1TO1000:NEXT:PLOT70,9
80,750:PLOT69,975,710:FORT=1TO10
00;NEXT:PLOT70,975,710
7314FORT=700TO210STEP-10:PLOT69
,975,T:SOUND1,-15,T,4:PLOT70,975
,T:NEXT:PLOT70,975,T
7315PRINT"THE GOBLIN PICKS YOU
UP AND THROWS YOU  OUT OF A WIND
OW":PRINT"SPLAT..oh dear you see
m to be dead":PRINT"press a key"
7316X=GET:PROCquit
7317GOTO12
7400DEFPROCopendoor
7500SOUND1,-15,RND(15),10:SOUND
2,-15,RND(15),10:SOUND3,-15,RND(
15),10
7506 ODOOR=1:PRINT"YOU OPEN THE
 DOOR":L=148:PROCscreen:PROCplac
e:ENDPROC
7507DEFPROCelves
7508INPUT"(Y/O) ";E$
7509IFE$="Y"THENbeer=1
7510IFE$="O"THENbeer=2
7511XZ=RND(2)
7512IF XZ=beer THENPRINT"YOU DR
INK THE beer.this easy :ENDPROC

7513IFXZ <>beer THENPRINT"OH DE
AR THEY DIDN'T LIKE THAT.AN ELF
   DRAWS HIS SWORD AND RUNS YOU
THROUGH     YOUR DEAD.......press
 any key."
7514MN=GET:PROCquit
7515DEFPROCquit
7600CLS:PRINT"YOU SCORED "SC"/1
00"
7700IFSC>HI THEN SC=HI:PRINT"TH
ATS A NEW HIGH SCORE"
7701IFSC<HI THEN7800
7710PRINT"ENTER YOUR NAME!"
7711INPUT HI$
7712IFHI=SC THENPRINT"WELL DONE
 "HI$
7713PRINT"press a key":XC=GET:G
OTO12
7800PRINT HI$" HAS THE HIGH SCO
RE"
7900PRINT"press a key":XC=GET:G
OTO12
7910DEFPROCgobcheck
7911IFL=1100AND GC<2THENPROCgob
lin
7912ENDPROC
8000DEFPROCdrop
8001IFL=50ANDA$="DPOP CROWN"THE
NPRINT"YOU DROP THE CROWN..IT HI
TS THE FLOOR   AND DISAPPEARS!":
GC=0
8002IFL<>50THENPRINT"YOU CAN'T
DROP THAT!"
8003ENDPROC
8004DEFPROCpay
8005IFL=30ANDGD=1THENL=60:PROCx
x
8006IFL=30ANDGD=0THENPRINT"YOU
HAVE NOTHING HE WANTS.HE IS VERY
    ANGRY AND WITH ONE SWIFT BLO
W OF HIS    SWORD YOU FALL TO TH
E GROUND.your dead! press a key"
:XC=GET:PROCquit
8007IFL<>30THENPRINT"I DON'T SE
E HIM HERE"
8008ENDPROC
9999DEFPROCxx
10000VDU28,0,31,39,0
10001VDU19,0,1,0,0,0:SC=100
10002CLG:CLS:PRINTTAB(1,3)"YOU P
AY THE GUARD WITH YOUR GOLD HE I
S  SO PLEASED HE AGREES TO ESCOR
T YOU OUT  OF THE CASTLE.HE LEAV
ES YOU AT THE MAIN GATE....YOU'V
E DONE IT!"
10003FORT=1TO200:SOUND1,-5,RND(2
55),1:SOUND2,-5,RND(255),1:NEXT:
VDU28,0,31,39,26:PROCquit
```

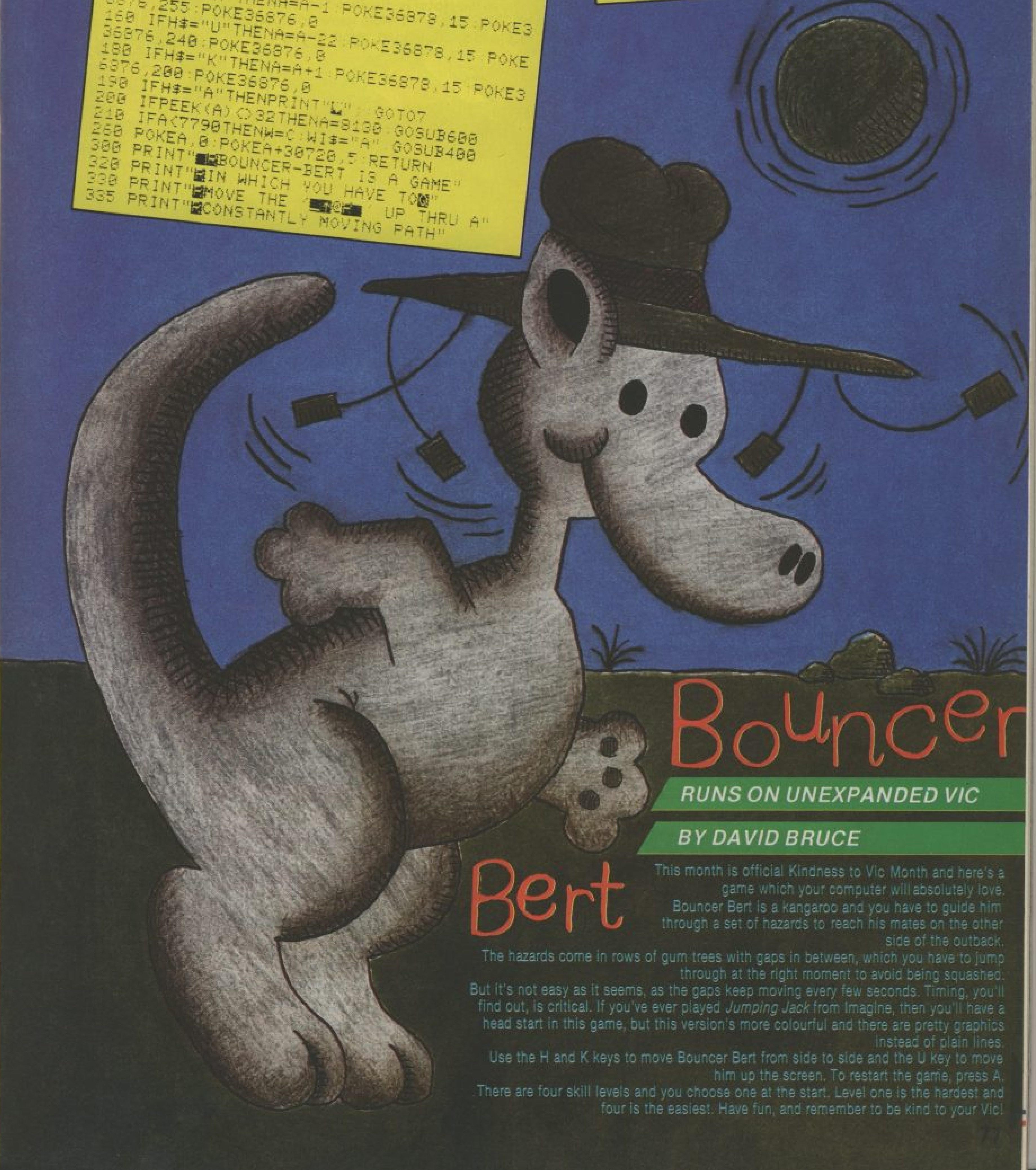



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```
0 POKE650,128
1 GOSUB800
2 POKE36878,15
7 POKE36879,238
10 RT=9998:RT$="0 00 0":KS$="0":PRINT""
:GOSUB300:GOSUB450
20 A=8130
30 PRINT" ELAPSED TIME ="
40 FORZ=1TO7
50 Q=INT(RND(1)*5)+3
60 PRINTTAB(Q)B$:GOSUB500
70 IFPEEK(A)<>32ANDPEEK(A)<>0THENA=8130:G
OSUB600
90 GOSUB100:NEXTZ:GOTO30
100 POKEA,32:GETH$
150 IFH$="H"THENA=A-1:POKE36878,15:POKE3
6876,255:POKE36876,0
160 IFH$="U"THENA=A-22:POKE36878,15:POKE
36876,240:POKE36876,0
180 IFH$="K"THENA=A+1:POKE36878,15:POKE3
6876,200:POKE36876,0
190 IFH$="A"THENPRINT"":GOTO7
200 IFPEEK(A)<>32THENA=8130:GOSUB600
210 IFA<7790THENW=C:WI$="A":GOSUB400
260 POKEA,0:POKEA+30720,5:RETURN
300 PRINT"BOUNCER-BERT IS A GAME"
320 PRINT"IN WHICH YOU HAVE TO"
330 PRINT"MOVE THE '' UP THRU A"
335 PRINT"CONSTANTLY MOVING PATH"
```

```
340 PRINT"YOU MOVE AS FOLLOWS:-"
345 PRINT"'U' MOVES UP"
350 PRINT"'H' MOVES LEFT"
355 PRINT"'K' MOVES RIGHT"
357 PRINT"'A' STARTS GAME AGAIN"
362 PRINT"LEVEL OF SKILL 1-4";
363 GETSK$:IFSK$=""THEN363
364 PRINT"":IFVAL(SK$)=0ORVAL(SK$)>4THE
NPRINT"";:GOTO300
365 ONVAL(SK$)GOSUB366,369,372,375:GOTO3
78
366 B$="AAAAA BBBBBBB"
367 RETURN
369 B$=""
```



Bouncer Bert

RUNS ON UNEXPANDED VIC

BY DAVID BRUCE

This month is official Kindness to Vic Month and here's a game which your computer will absolutely love.

Bouncer Bert is a kangaroo and you have to guide him through a set of hazards to reach his mates on the other side of the outback.

The hazards come in rows of gum trees with gaps in between, which you have to jump through at the right moment to avoid being squashed.

But it's not easy as it seems, as the gaps keep moving every few seconds. Timing, you'll find out, is critical. If you've ever played *Jumping Jack* from Imagine, then you'll have a head start in this game, but this version's more colourful and there are pretty graphics instead of plain lines.

Use the H and K keys to move Bouncer Bert from side to side and the U key to move him up the screen. To restart the game, press A.

There are four skill levels and you choose one at the start. Level one is the hardest and four is the easiest. Have fun, and remember to be kind to your Vic!



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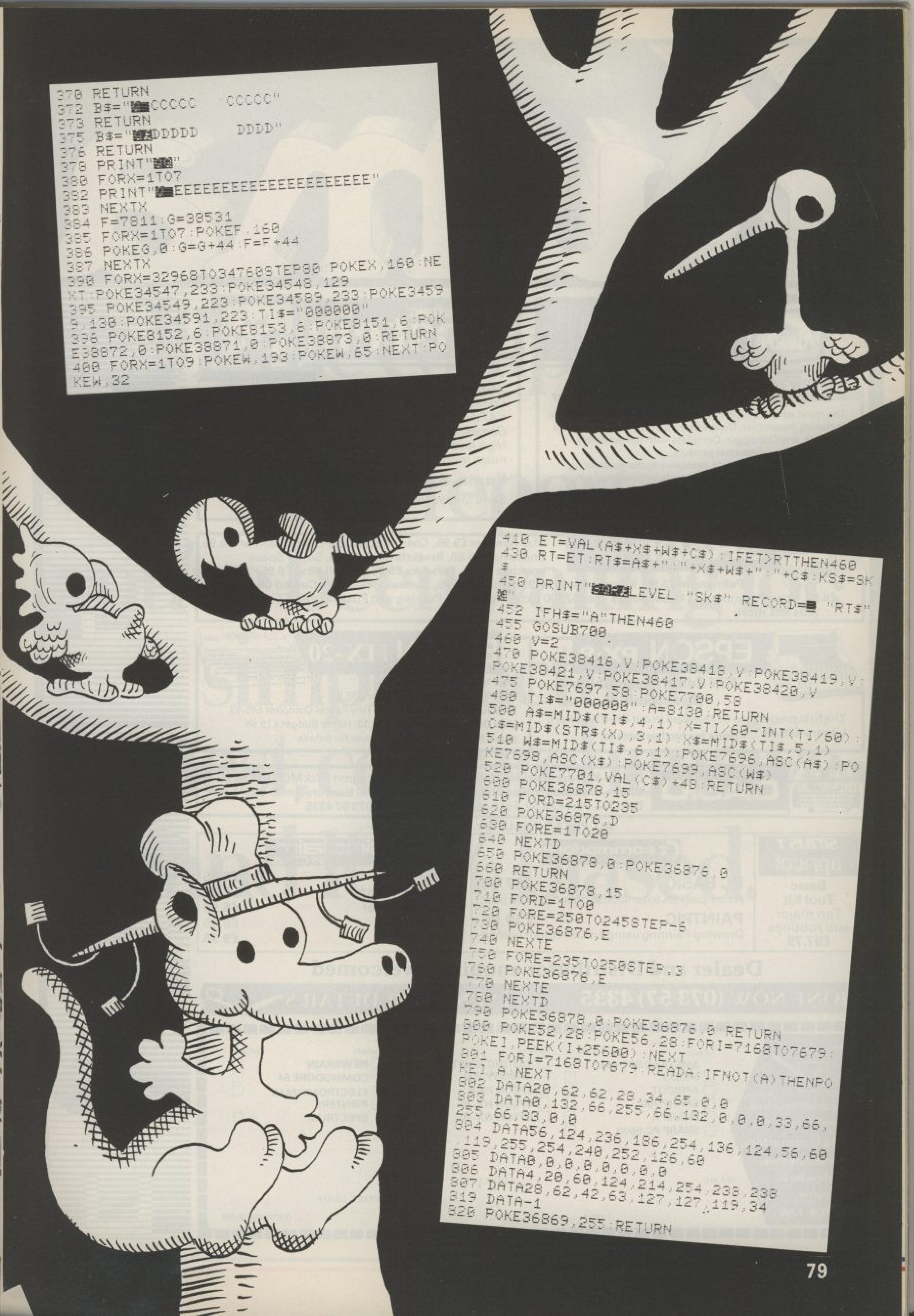
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```
370 RETURN
372 B$="██CCCCC    CCCCC"
373 RETURN
375 B$="██DDDDD    DDDD"
376 RETURN
378 PRINT"██"
380 FORX=1TO7
382 PRINT"██EEEEEEEEEEEEEEEEEEEE"
383 NEXTX
384 F=7811:G=38531
385 FORX=1TO7:POKEF,160
386 POKEG,0:G=G+44:F=F+44
387 NEXTX
390 FORX=32968TO34760STEP88:POKEX,160:NE
XT:POKE34547,233:POKE34548,129
395 POKE34549,223:POKE34589,233:POKE3459
9,130:POKE34591,223:TI$="000000"
396 POKE8152,6:POKE8153,6:POKE8151,6:POK
E38872,0:POKE38871,0:POKE38873,0:RETURN
400 FORX=1TO9:POKEW,193:POKEW,65:NEXT:PO
KEW,32
```

```
410 ET=VAL(A$+X$+W$+C$):IFET>RTTHEN460
430 RT=ET:RT$=A$+":"+X$+W$+":"+C$:KS$=SK
$
450 PRINT"███LEVEL "SK$" RECORD=█ "RT$"
█"
452 IFH$="A"THEN460
455 GOSUB700
460 V=2
470 POKE38416,V:POKE38418,V:POKE38419,V:
POKE38421,V:POKE38417,V:POKE38420,V
475 POKE7697,58:POKE7700,58
480 TI$="000000":A=8130:RETURN
500 A$=MID$(TI$,4,1):X=TI/60-INT(TI/60):
C$=MID$(STR$(X),3,1):X$=MID$(TI$,5,1)
510 W$=MID$(TI$,6,1):POKE7696,ASC(A$):PO
KE7698,ASC(X$):POKE7699,ASC(W$)
520 POKE7701,VAL(C$)+48:RETURN
600 POKE36878,15
610 FORD=215TO235
620 POKE36876,D
630 FORE=1TO20
640 NEXTD
650 POKE36878,0:POKE36876,0
660 RETURN
700 POKE36878,15
710 FORD=1TO8
720 FORE=250TO245STEP-6
730 POKE36876,E
740 NEXTE
750 FORE=235TO250STEP.3
760 POKE36876,E
770 NEXTE
780 NEXTD
790 POKE36878,0:POKE36876,0:RETURN
800 POKE52,28:POKE56,28:FORI=7168TO7679:
POKEI,PEEK(I+25600):NEXT
801 FORI=7168TO7679:READA:IFNOT(A)THENPO
KEI,A:NEXT
802 DATA20,62,62,28,34,65,0,0
803 DATA0,132,66,255,66,132,0,0,0,33,66,
255,66,33,0,0
804 DATA56,124,236,186,254,136,124,56,60
,119,255,254,240,252,126,60
805 DATA0,0,0,0,0,0,0,0
806 DATA4,20,60,124,214,254,238,238
807 DATA28,62,42,63,127,127,119,34
819 DATA-1
820 POKE36869,255:RETURN
```

ALL you need to know about computers can be summed up in one word: Commodore. (Well, we did tell you this would be biased).

We make everything you'll ever need to get the most out of home computing: all the *hardware* and all the *software*. (And if you don't understand what that means, simply look under "H").



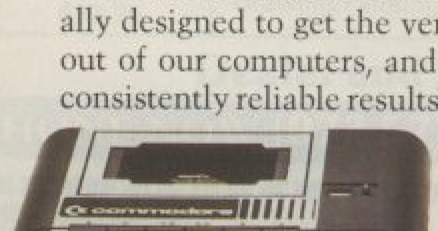
That's what these three pages are all about: explaining what computers are (without the scientific jargon), how they work (without any technical mumbo-jumbo), and how you can get more enjoyment out of them (without much difficulty).

BASIC. Most home computers speak the same language. It's called BASIC. This is a friendly way of saying "Beginners All-Purpose Symbolic Instruction Code."

There are different kinds of BASIC and, like languages, some are a little easier to understand than others. Like, for instance, BASIC 3.5 in the *Commodore plus/4* and *Commodore 16* computers. BOOKS you can read: "Teach Yourself Computer Programming With The Commodore 64" and "Programmers Reference Guide."

CASSETTE. Just as you keep your favourite TV programmes on video cassette, and your favourite music on audio cassette, you can keep your favourite computer programs on cassette too. You can buy pre-recorded programs in a shop, or you can write them yourself. Cassettes are just one form of program storage and playback – see also *Cartridges* and *Disk Drive*.

The Commodore 1530 and 1531 cassette units have been specifically designed to get the very best out of our computers, and provide consistently reliable results.





CARTRIDGES. These are programs that plug directly into the back of the computer itself.

CPU stands for Central Processing Unit. This is the computer's "brain," and basically it's what does all the hard work.

CHIP: micro. A very complex electrical circuit that has been miniaturised in silicon. Unlike other home computer companies, Commodore manufacture their own chips, so first class quality can be maintained.

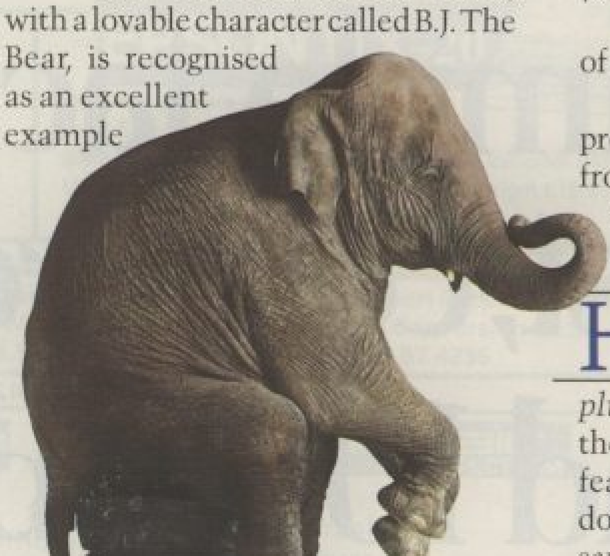
DISK drive. A program storage system, like *cassettes*, but much faster. You can find the program you're looking for in seconds instead of minutes. Disks, which can be used again and again for recording or re-recording programs, are placed in the disk drive which then transfers the information or instructions to the *CPU*.

EDUCATION software from Commodore. We are continually working with educationalists, improving our range of programs for the pre-school to "O" level age groups and beyond.

Many claim computers are an essential educational aid. We tend to agree!



Our "Get Ready to Read" series, with a lovable character called B.J. The Bear, is recognised as an excellent example of how it is possible to develop reading and writing skills in pre-school children.



ELEPHANT: well-known symbol of the *Commodore 64's* enormous 64K memory. And don't you forget it!

FOUR is for Commodore plus/4, our very latest home computer with four, very popular built-in programs: wordprocessing, spread-sheet (financial planning), database (filing), and graphics.



It has an extensive 64K memory, with an exceptionally large 60K available for use. The plus/4 comes equipped with the Commodore BASIC 3.5 with over 75 programming commands.

Other features include comprehensive graphics, 121 colours and sound facilities.

GORTEK and the Microchips is a unique programming course, for children of all ages, that links learning exercises with a space adventure story.

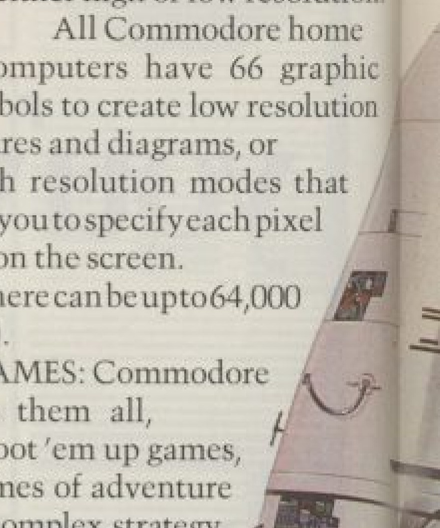
GRAPHICS.

The pictures and diagrams on a *monitor* or TV screen, either high or low resolution.

All Commodore home computers have 66 graphic symbols to create low resolution pictures and diagrams, or high resolution modes that allow you to specify each pixel (or dot) on the screen.

(There can be up to 64,000 of these).

GAMES: Commodore produce them all, from shoot 'em up games, to games of adventure and complex strategy.



HELP! On the Commodore *plus/4* computers there is a very special feature: a HELP key. It does exactly what it says: it helps you to debug (which is a flash way of saying, "identify and correct errors") when you're programming.

It highlights errors right down to individual instructions.

HARDWARE, The computer itself – you can touch it. Whereas software's a program you can only see or hear (on the monitor) when it's running in the computer.



INTEGRAL software is software that's actually built into the computer, as on the Commodore *plus/4*, the very latest in home computing.

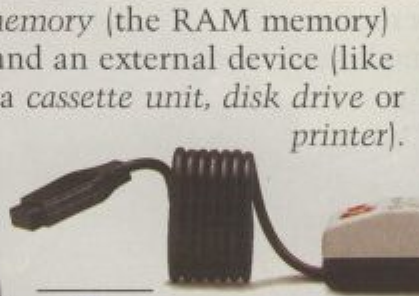
INTRODUCTION to BASIC. Just as you don't need to understand how a car works to be able to drive it, you don't have to understand how a computer works to be able to use one.

But you will definitely get more enjoyment out of it if you do have a basic knowledge of programming.

Which is why "Introduction to BASIC" has become the most popular software tutorial.

It comprises 2 cassettes and an easy-to-follow, step-by-step booklet.

INPUT/output: the part of the computer that allows data to be transferred between its own internal *memory* (the RAM memory) and an external device (like a *cassette unit, disk drive* or *printer*).





JOYSTICK and paddles. As well as improving speed and accuracy, these make games more real by putting the control of whatever it is on the screen directly into your hands.

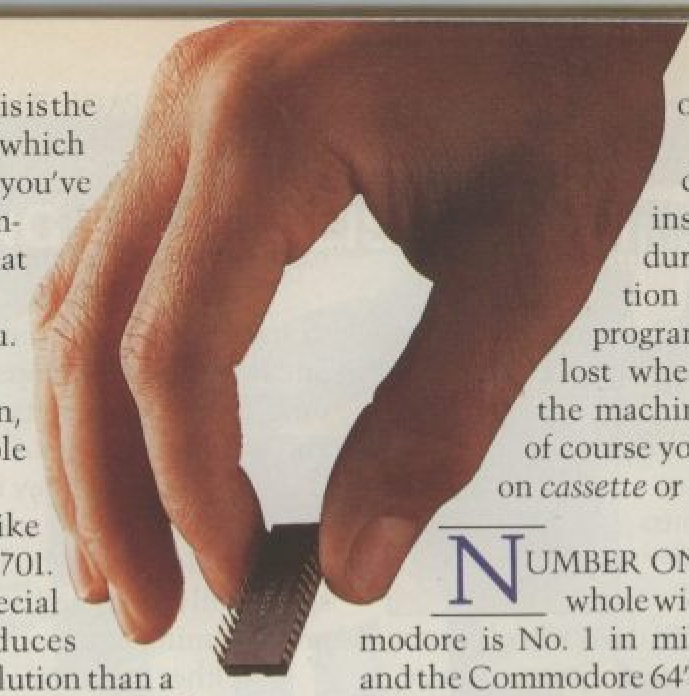
KILOBYTE is 1,024 bytes. So "K" stands for a unit of 1,024 or 2^{10}. A 64K byte memory unit contains 64 x 2^{10}, or 65,536 bytes of memory. And if you don't understand all that, don't worry.

All that's important is knowing you can run more complex programs through a computer with a large memory, than one with a small memory.

LANGUAGE. This is a system of coding that can be understood by a computer. It allows you to "speak" to the computer, and for the computer to "speak" to you. Most home computers speak *BASIC*, but there are also other languages available for Commodore computers that have been designed for specific uses.

For example, LOGO and PILOT in *education*.

MONITOR: this is the screen on which you can see what you've typed into the computer, and also what the computer is saying back to you. You can use an ordinary TV screen, but more preferable is a colour video monitor, like the Commodore 1701.



This is a special device that produces much higher resolution than a TV, and so offers superb reproduction and clarity.

On top of which it allows the rest of the family to stay tuned-in to their favourite TV programme while you're tuned-in to your favourite computer program.

MODEMS allow computers to connect via a telephone line to other computer systems. Commodore 64 modem owners can communicate with other owners, join systems like Prestel/Micronet and an exciting new system called Compunet, where quality software is available cheaply or even free.



MEMORY. There are two basic types of memory: ROM and RAM.

Read Only Memory (ROM) is the computer's permanent built-in memory which tells the computer what to do. It doesn't disappear when the computer's switched off.

Random Access Memory (RAM), however, is for temporary storage. It's the part of the computer's memory that's free for you to use. It can be erased and used over and over again.



It stores data and instructions during the execution of a computer program. These are lost when you switch the machine off – unless, of course you store them on *cassette* or *disk*.

NUMBER ONE. In the whole wide world, Commodore is No. 1 in microcomputers, and the Commodore 64's the No. 1 best seller.



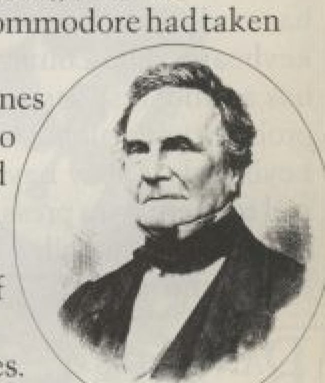
ORIGIN of the computer. In the 19th Century an Englishman, Charles Babbage, invented the first true computer. But his "Analytical Engine," was so ahead of its time, it turned out to be impossible to build!

The modern computer first appeared around the time of World War II. Britain's "Colossus" was vast, consumed vast amounts of electricity, required its own air-conditioned room, was unreliable and difficult to operate.

It had its limitations.

Then came the amazing transistor... integrated circuits...and microcomputer.

The first desk top microcomputer in the world was the Commodore PET (a friendly name for Personal Electronic Transactor), in 1977.



In effect Commodore had taken hitherto huge, mysterious machines accessable only to eggheads, reduced the size and price, and put them into the hands of ordinary mortals in ordinary offices.

PERIPHERALS. These are outside the main body of the computer, but are connected to it.

They perform a definite function, which is usually *input* or output.

PRINTER: One of the ways a computer can "speak" to us.

It means you can actually keep, on paper, the fruits of all your labour.

The Commodore range includes four printers and one printer plotter.

The MPS 801 dot matrix printer has a print speed of 50 characters per second (about five times as fast as the fastest secretary).

The MPS802 dot matrix friction feed printer has a print speed of 60 characters per second.



The MCS801 dot matrix colour printer has 7 colours and prints 38 characters per second.

The DPS1101 daisy wheel printer (called that because, surprise, surprise, the print wheel looks a bit like a daisy), produces superb quality print on all letters, reports and documents (the kind of quality one desperately requires on a letter to the bank manager). There's a range of alternative type faces available on additional print wheels. Speed: 18 characters per second.

And the 1520 printer plotter, (illustrated). This has 4 colours, and opens up a whole new world of graphic print-out ability. You can draw pictures, create graphic designs, plot graphs or construct bar and pie charts. Speed: 14 characters per second.



QWERTY – the top 6 letters on a typewriter. Unlike lesser machines, all Commodore computers have full-size, professional typewriter keyboards. The Commodore keyboard has a solid, responsive feel to it. (The problem with rubber or membrane keyboards is they have a soft, spongy feel to them: you press a key and immediately wonder if the message has got through).

RANGE. The range of Commodore software is enormous. There is something as they say, for everyone: educational, business, home and games.



STARTER PACK. The Commodore 16 Starter Pack has been specially designed to introduce you to computing.

It contains everything you need to start home computing, complete in one box: a 16K computer, cassette unit, four superb software programs, and Introduction to *BASIC* Part 1.

It has a *Help* key in case you get into difficulties, and incorporates Advanced *BASIC*, which has been specifically designed to simplify the programming process.

Other features include: 4 cursor keys, 2 joystick ports, an astonishing 121 colours, plus excellent sound and *graphics* capabilities.

TUNES. Commodore make software to help you compose your very own music.

All our home computers have great sound and music capabilities.

USER friendly. This is a program that explains itself as it goes along, or a computer that people can easily operate.

Every computer manufacturer now claims its products are "user friendly," but only Commodore really demonstrates it. For example, our *Help* key and use of Advanced *BASIC*.

VERTICAL integration is not as complicated as it sounds. All it means is that Commodore make everything to do with computers, from the *micro-chip* to the computer casing.

So we have complete control over everything, from design to distribution.

Also, everything has been specifically designed to get the very best out of your Commodore computer system.

WOMEN also are discovering computers – and not just in offices, but at home. Computers aren't sexist.



They were invented for everyone, and the fact that they're fun, exciting, educational, practical and time-saving are benefits that apply to women just as much as to men.

XMAS. There's no better time to give or receive a Commodore present.



YIPPEE! Yes, now you know (or should do) that computers are really interesting. They're not just about space games with horrendous monsters. Nor are they horrendously complicated machines that you need a maths degree to understand.

Computers are the future, and it's important that you and, even more so, your children don't get left behind in the past.

With a Commodore computer and a *peripheral* or two (and we now know what those are, don't we?) whole new leisure and business opportunities will immediately be opened to you.

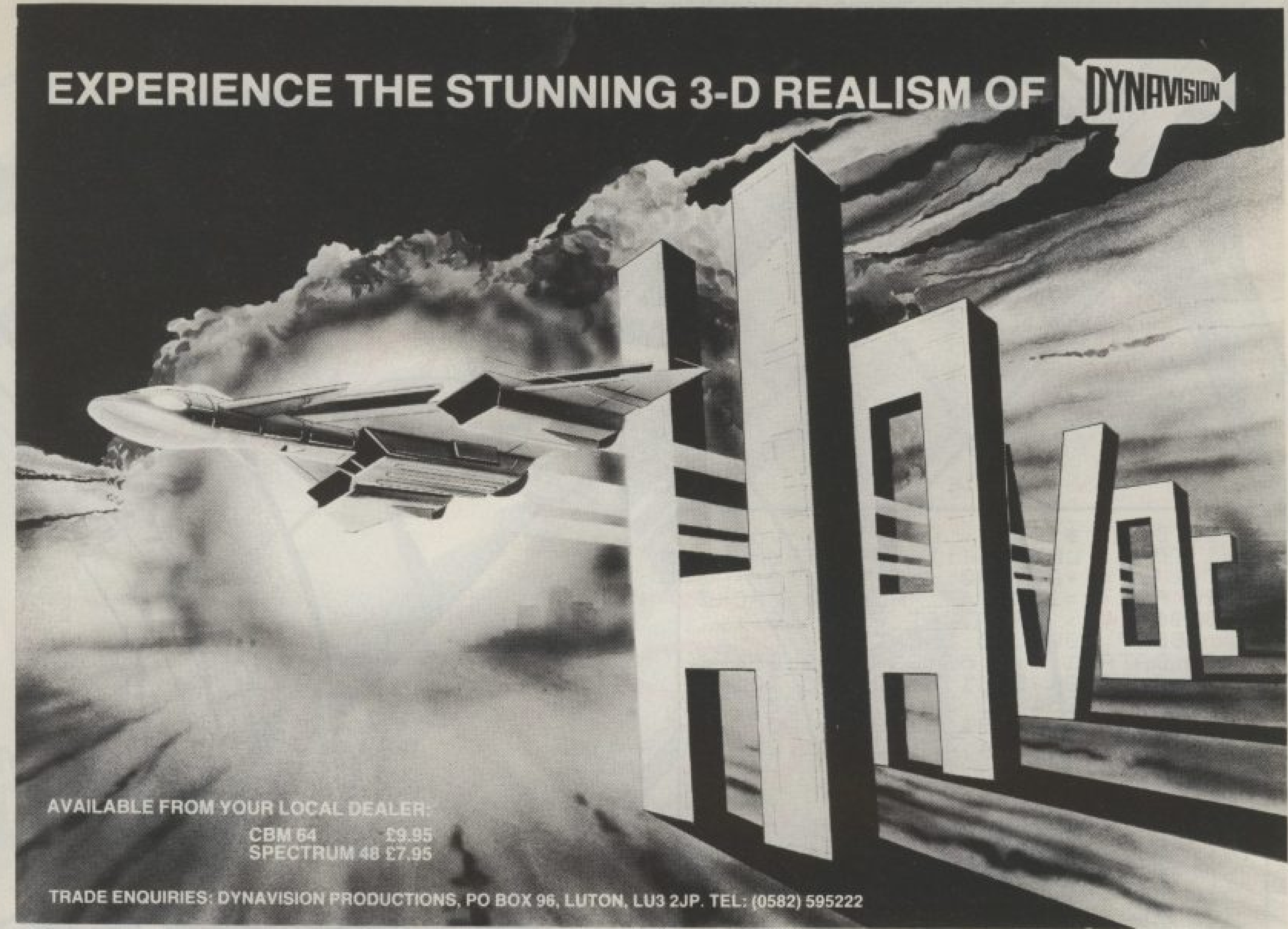
Make the choice now and (just so long as it's Commodore) we promise you will never regret it.

ZIP us a line if you would like to receive more information on any Commodore products.

Write or telephone: Commodore Information Centre, 1 Hunters Road, Weldon, Corby, Northampton NN17 1QX. Tel: Corby (0536) 205252.

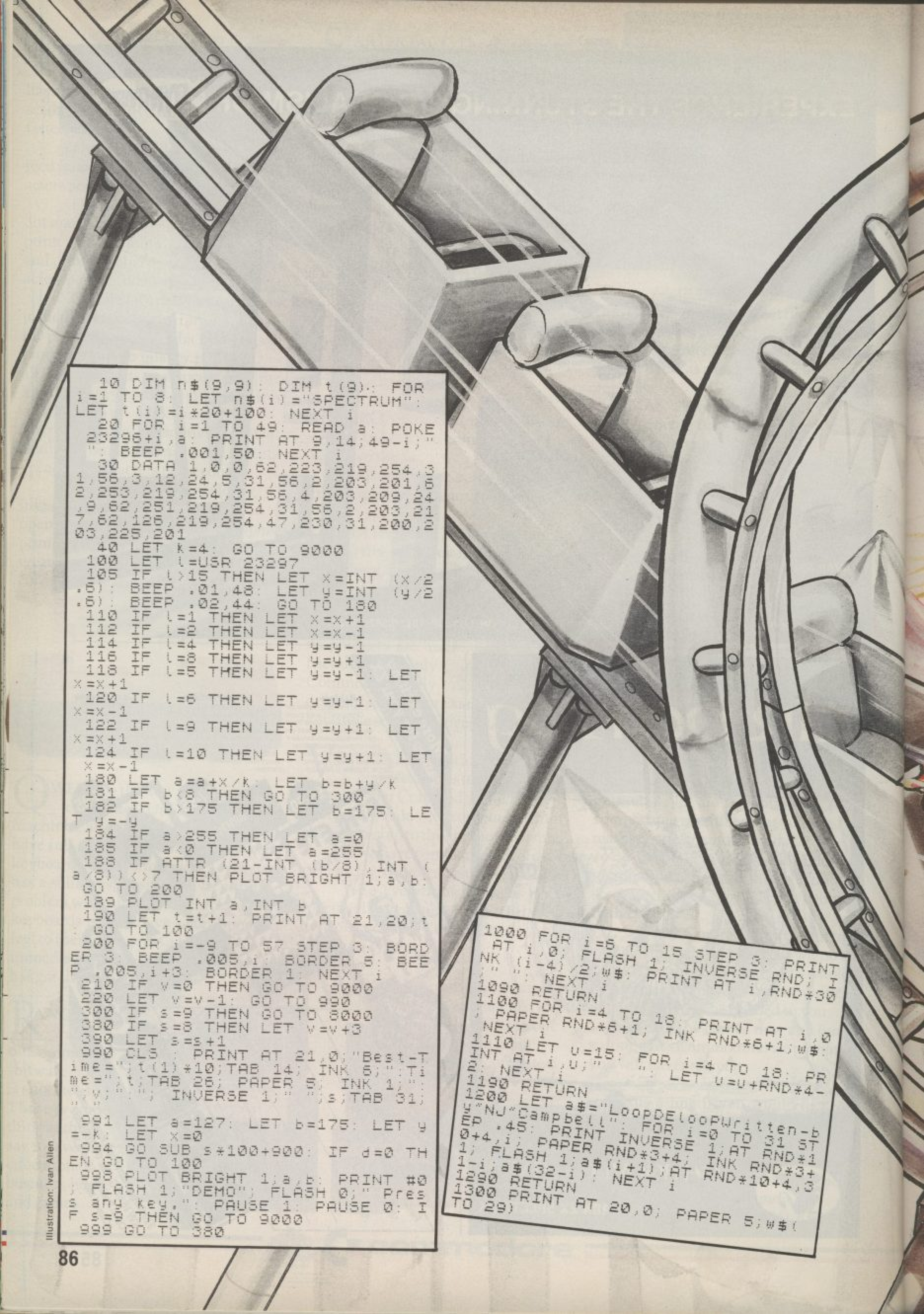
commodore

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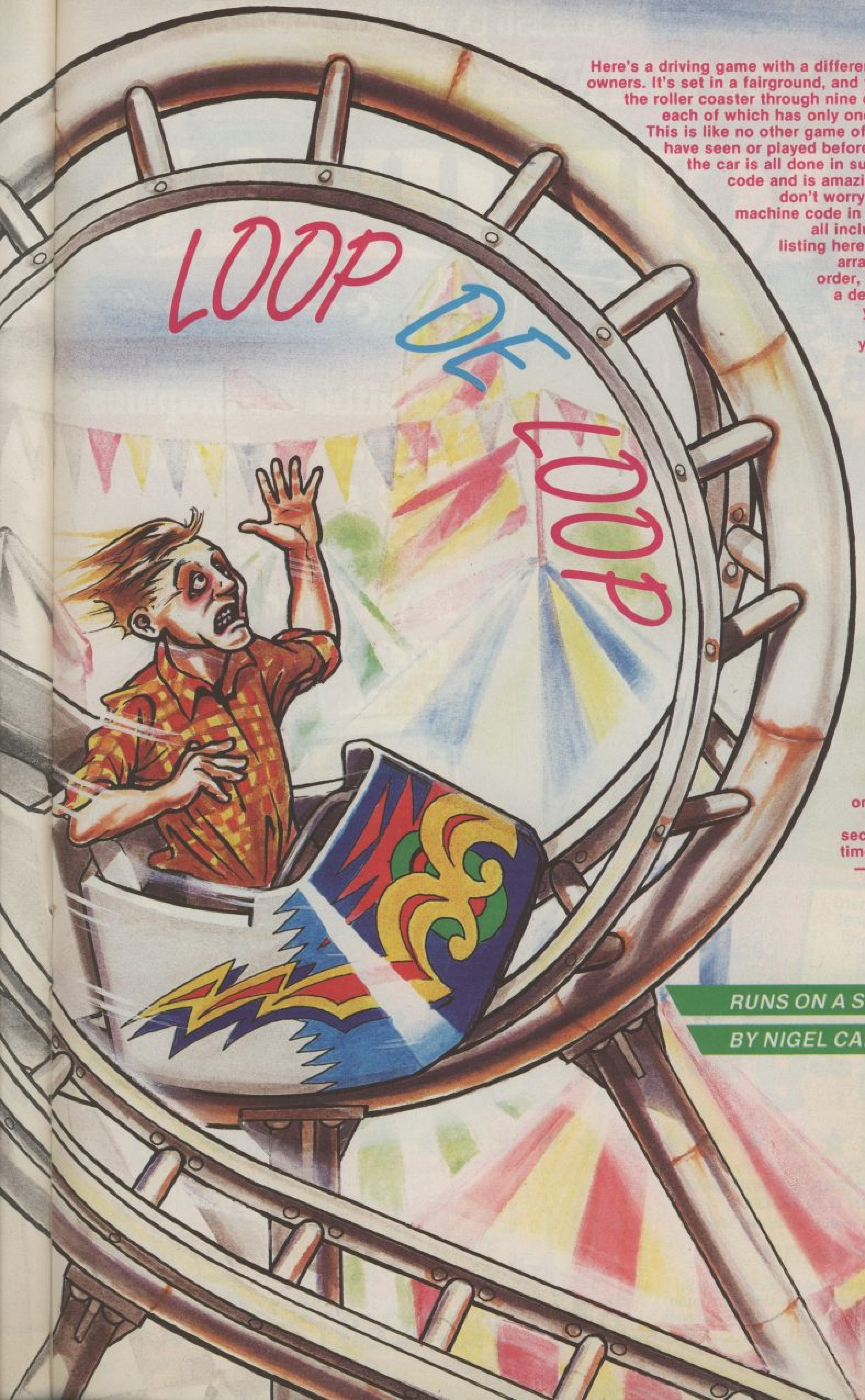


```
  10 DIM n$(9,9): DIM t(9): FOR
i=1 TO 8: LET n$(i)="SPECTRUM":
LET t(i)=i*20+100: NEXT i
  20 FOR i=1 TO 49: READ a: POKE
 23296+i,a: PRINT AT 9,14;49-i;"
 ": BEEP .001,50: NEXT i
  30 DATA 1,0,0,62,223,219,254,3
1,56,3,12,24,5,31,56,2,203,201,6
2,253,219,254,31,56,4,203,209,24
,9,62,251,219,254,31,56,2,203,21
7,62,126,219,254,47,230,31,200,2
03,225,201
  40 LET k=4: GO TO 9000
 100 LET l=USR 23297
 105 IF l>15 THEN LET x=INT (x/2
.6): BEEP .01,48: LET y=INT (y/2
.6): BEEP .02,44: GO TO 180
 110 IF l=1 THEN LET x=x+1
 112 IF l=2 THEN LET x=x-1
 114 IF l=4 THEN LET y=y-1
 116 IF l=8 THEN LET y=y+1
 118 IF l=5 THEN LET y=y-1: LET
x=x+1
 120 IF l=6 THEN LET y=y-1: LET
x=x-1
 122 IF l=9 THEN LET y=y+1: LET
x=x+1
 124 IF l=10 THEN LET y=y+1: LET
 x=x-1
 180 LET a=a+x/k: LET b=b+y/k
 181 IF b<8 THEN GO TO 300
 182 IF b>175 THEN LET b=175: LE
T y=-y
 184 IF a>255 THEN LET a=0
 185 IF a<0 THEN LET a=255
 188 IF ATTR (21-INT (b/8),INT (
a/8))<>7 THEN PLOT BRIGHT 1;a,b:
 GO TO 200
 189 PLOT INT a,INT b
 190 LET t=t+1: PRINT AT 21,20;t
: GO TO 100
 200 FOR i=-9 TO 57 STEP 3: BORD
ER 3: BEEP .005,i: BORDER 5: BEE
P .005,i+3: BORDER 1: NEXT i
 210 IF v=0 THEN GO TO 9000
 220 LET v=v-1: GO TO 990
 300 IF s=9 THEN GO TO 8000
 380 IF s=8 THEN LET v=v+3
 390 LET s=s+1
 990 CLS : PRINT AT 21,0;"Best-T
ime=";t(1)*10;TAB 14; INK 6;"Ti
me=";t;TAB 26; PAPER 5; INK 1;":
";v;":"; INVERSE 1;" ";s;TAB 31;
" "
 991 LET a=127: LET b=175: LET y
=-k: LET x=0
 994 GO SUB s*100+900: IF d=0 TH
EN GO TO 100
 998 PLOT BRIGHT 1;a,b: PRINT #0
; FLASH 1;"DEMO"; FLASH 0;" Pres
s any key.": PAUSE 1: PAUSE 0: I
F s=9 THEN GO TO 9000
 999 GO TO 380
```

```
1000 FOR i=6 TO 15 STEP 3: PRINT
 AT i,0; FLASH 1; INVERSE RND; I
NK (i-4)/2;w$: PRINT AT i,RND*30
;"  ": NEXT i
1090 RETURN
1100 FOR i=4 TO 18: PRINT AT i,0
; PAPER RND*6+1; INK RND*6+1;w$:
 NEXT i
1110 LET u=15: FOR i=4 TO 18: PR
INT AT i,u;"    ": LET u=u+RND*4-
2: NEXT i
1190 RETURN
1200 LET a$="LoopDELoopWritten-b
y"NJ"Campbell": FOR i=0 TO 31 ST
EP .45: PRINT INVERSE 1;AT RND*1
0+4,i; PAPER RND*3+4; INK RND*1
1; FLASH 1;a$(i+1);AT RND*10+4,3
1-i;a$(32-i): NEXT i
1290 RETURN
1300 PRINT AT 20,0; PAPER 5;w$(
TO 29)
```

Illustration: Ivan Allen

LOOP DE LOOP



Here's a driving game with a difference for Spectrum owners. It's set in a fairground, and you have to steer the roller coaster through nine different hazards, each of which has only one path through it. This is like no other game of its kind that you have seen or played before. The steering of the car is all done in super fast machine code and is amazingly smooth. But don't worry about typing the machine code in separately as it's all included in the Basic listing here. The screens are arranged in difficulty order, so luckily there's a demo mode so that you can see what you're missing if you can't get past the first few screens. Nigel, who wrote it, says that he has over 50 different sheets at home so watch out for additions to the program in a future edition of *C&VG.* Use keys Q,A,O and P to steer. Any key on the bottom row will apply the brakes until you press one of the direction keys. Time is displayed during the game in tenths of a second, but on the hall of fame it's shown in seconds. The record time is 98.8 seconds — so what are you waiting for?

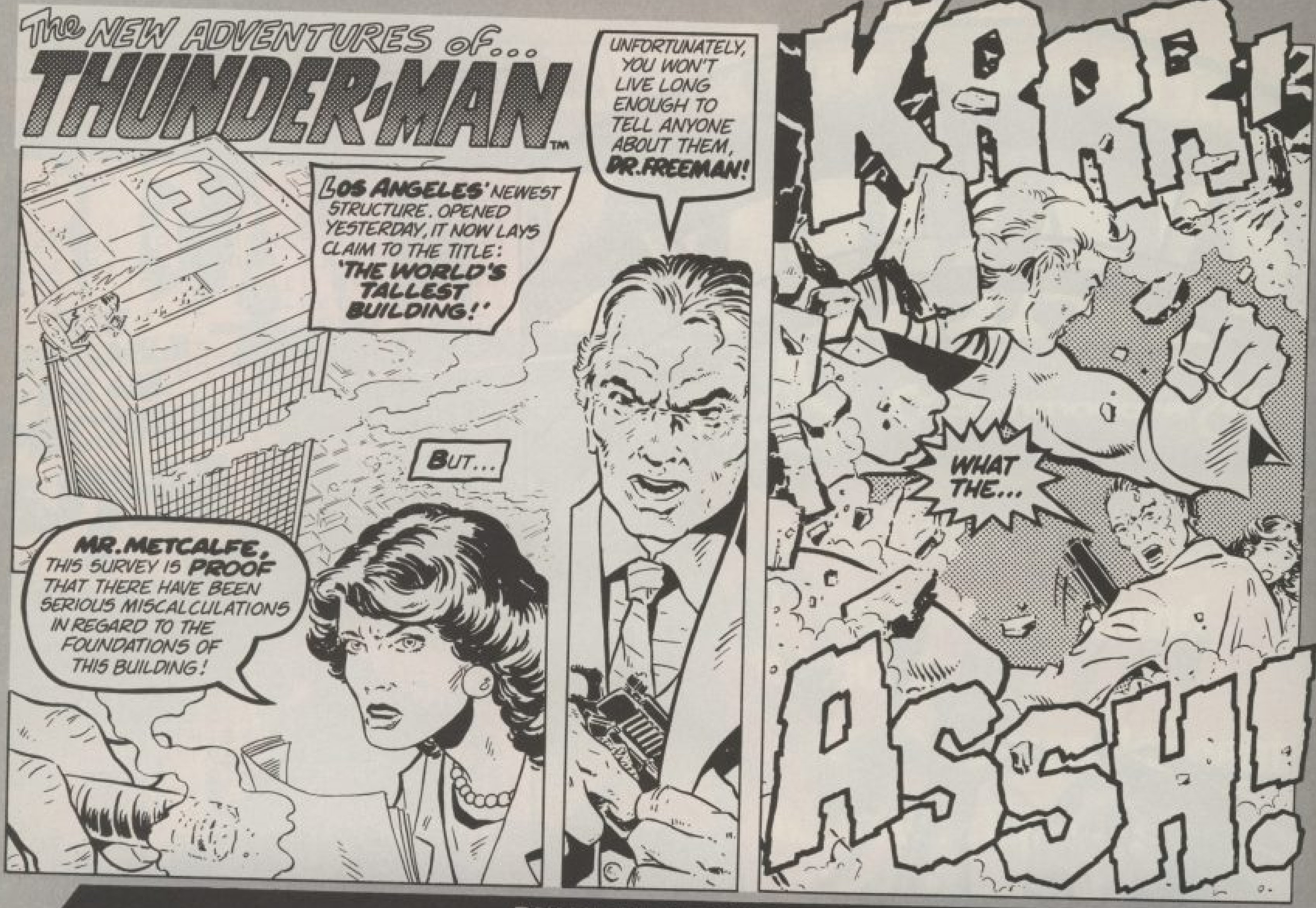
RUNS ON A SPECTRUM

BY NIGEL CAMPBELL



```
1320 FOR j=5 TO 25 STEP 5: FOR i
=0 TO 19: PRINT INK RND*6+1; PAP
ER RND*6+1;AT i,0;"■";AT i,j;"■"
;AT i,31;"■": NEXT i: PRINT AT R
ND*19,j;" ": NEXT j
1390 LET x=k: LET y=0: LET a=0:
LET b=RND*18: PRINT AT b,0;" ":
LET b=(21-b)*8+4: RETURN
1400 FOR i=4 TO 20: PRINT AT i,0
; PAPER RND*6+1; INK RND*6+1;w$:
 FOR j=0 TO 10: PRINT AT i,RND*3
0;" ": NEXT j: NEXT i
```

```
1490 RETURN
1500 FOR i=5 TO 19 STEP 2: FOR j
=1 TO 8: LET u=RND*30: PRINT AT
i,u; INK 1; PAPER RND*5+2;"■■";A
T i+1,u;"■■": NEXT j: NEXT i
1590 RETURN
1600 LET i=0: LET u=3
1610 PRINT FLASH 1;AT 10+u*SIN i
,15+u*COS i; PAPER RND*5+1; INK
RND*7;CHR$ (129+RND*7): LET i=i+
1/u: LET u=u+.1: IF i<13.48 THEN
 GO TO 1610
1690 LET a=127: LET b=83: LET x=
-k: LET y=k: RETURN
1700 PRINT AT 20,0; INK 3;w$; IN
VERSE 1;AT 00,0;w$: FOR i=0 TO 2
0: PRINT OVER 1;AT i,31; INK 3;"
■": NEXT i
1710 FOR i=1 TO 16 STEP .5: LET
u=RND*24+5: FOR j=i TO i+3: PRIN
T AT j,u; PAPER RND*6+1; INK RND
*6+1;"■": NEXT j: NEXT i
1790 PRINT AT 19,27;" ";AT 20,27
;" ": LET a=0: LET b=86: LET x=k
: LET y=0: RETURN
1800 FOR i=7 TO 0 STEP -1: PRINT
 BRIGHT (i=0);AT i,0; INK 8-i; F
LASH 1;w$: NEXT i
1810 FOR i=0 TO 7 STEP 4: PRINT
AT i,0;s$;AT i+1,12;"  ";AT i+2,
0;s$;AT i+2,18;s$;AT i+3,18;"  "
;AT i+4,18;s$: NEXT i
1820 PRINT AT 20,0; PAPER 2;w$;A
T 12,0;w$: PRINT AT 12,1;"  ";AT
20,28;"  ": FOR i=0 TO 31 STEP 5
.1: INVERSE RND: FOR j=13 TO 19:
 PRINT AT j,i; FLASH 1; INK i/4+
1;"■": NEXT j: INVERSE 0: PRINT
AT RND*5+13,i;" ": NEXT i
1890 LET a=0: LET x=k: LET b=171
: LET y=0: RETURN
8000 CLS : LET t=t/10: FOR i=8 T
O 1 STEP -1: IF t<t(i) THEN LET
t(i+1)=t(i): LET n$(i+1)=n$(i):
NEXT i
8010 LET i=i+1: IF i<8 THEN PRIN
T BRIGHT 1;AT 8,0; FLASH 1;" You
r time has reached number ";i;"
": INPUT "Name:-"; LINE n$(i): L
ET t(i)=t: IF LEN n$(i)>9 THEN G
O TO 8010
9000 LET d=0: LET w$="■■■■■■■■■■
■■■■■■■■■■■■■■■■■■■■■■": PAPER 0
: INK 7: BORDER 1: CLS : PRINT P
APER 2; INK 1;w$; PAPER 4; INK 3
;w$; PAPER 6; INK 5;w$
9015 PRINT INK 3; INVERSE 1;AT 4
,15;"ED";AT 5,14;"L";AT 5,17;"p"
;AT 6,15;"OO";AT 7,14;"L";AT 7,1
7;"p"
9020 FOR i=1 TO 8: PRINT AT i+8,
6; INK 9-i; BRIGHT (i=1);i;TAB 1
1;n$(i);TAB 25;t(i): NEXT i
9040 PRINT AT 20,6; INK 4;"<Bott
om Line>  Brakes.";AT 19,7; INK
5;"<p> Right, <o> Left.";AT 18,8
; INK 6;"<q> Up, <a> Down."
9050 PRINT #0; INK 5;" Press d f
or DEMO, a to set acc.      or a
ny key to PLAY."
9080 PAUSE 1: FOR i=8 TO 0 STEP
-1: PRINT AT 1,10; INK i;"HALL O
F FAME": BEEP .02,i*2-4: IF CODE
 INKEY$=0 THEN BEEP .02,i*2: BEE
P .02,i*2+4: NEXT i: GO TO 9080
9095 IF INKEY$="a" THEN INPUT "A
cceleration (1-9)=";k: IF k>9 OR
 k<1 THEN LET k=5
9096 IF INKEY$="d" THEN LET d=1
9100 LET s=1: LET v=5: LET t=0:
LET s$="                ": GO TO 9
90
```



RUNS ON A TEXAS 8K

So much for town planning! The largest building in Los Angeles has just been opened, but no one seems to have told the builders how deep to dig the foundations. But what's that in the sky? Is it a bird? Or a Russian spy plane? No, it's Thunderman! And only he can save the people trapped in the luxury building. Help our hero, Thunderman, to rescue the people from the building before disaster strikes. You can guide him up and down the empty lift shaft with E and X keys. Once you have picked up some survivors, guide them to the safety of the heli-pad on the roof. Remember that even a superhero can't carry more than six people at once.

BY ANDREW SANDISON

```
220 REM  INITIALIZE VALUES
230 CALL CLEAR
240 F=31
250 S=31
260 T=31
270 FT=31
280 FIF=31
290 SX=31
300 MET=0
310 LOST=0
320 DET=0
330 TOT=0
340 RANDOMIZE
350 REM  DRAW CHARACTERS
360 CALL CHAR(128."080808080808")
370 CALL CHAR(129."9999E76EE776
    E781")
380 CALL CHAR(136."1C1D097F5C5C
    1436")
390 CALL CHAR(137."1C1D097F5C5C
    1436")
400 CALL CHAR(132."000000CE1423
    78FF")
410 CALL CHAR(144,"FFFF00000000
    FFFF")
420 CALL COLOR(14,6,1)
430 CALL COLOR(2,8,8)
440 CALL COLOR(15,9,1)
450 CALL COLOR(3,8,1)
460 CALL COLOR(4,8,1)
470 CALL SCREEN(16)
480 REM  SET UP SCREEN
490 CALL VCHAR(1,4,45,24)
500 CALL VCHAR(2,6,45,23)
510 CALL VCHAR(1,5,128,24)
520 P=INT(24*RND)+1
530 CALL HCHAR(P,5,129)
540 FOR ROW=4 TO 24 STEP 4
550 CALL HCHAR(ROW,7,45,25)
560 CALL HCHAR(ROW-1,6,32)
570 NEXT ROW
580 CALL HCHAR(2,7,144,4)
```

```
590 M$="MET"
600 C=11
610 GOSUB 660
620 M$="LOST"
630 C=21
640 GOSUB 660
650 GOTO 710
660 FOR L=1 TO LEN(M$)
670 CALL HCHAR(2,C+L,ASC(SEG$(
    M$,L,1)))
680 NEXT L
690 RETURN
700 REM   MOVE
710 CALL KEY(3,K,ST)
720 IF ST=0 THEN 1020
730 IF K=69 THEN 760
740 IF K=88 THEN 930
750 GOTO 1020
760 P=P-1
770 IF P<=0 THEN 820
780 CALL HCHAR(P+1,5,128)
790 CALL HCHAR(P,5,129)
800 CALL SOUND(150,-3,0)
810 GOTO 710
820 P=1
830 TOT=TOT+MET
840 MET=0
850 CALL HCHAR(2,16,48)
860 FOR I=1 TO LEN(STR$(TOT))
870 CALL HCHAR(1,6+I,ASC(SEG$(ST
    R$(TOT),I,1)))
880 NEXT I
890 CALL HCHAR(1,6+I,136)
900 CALL SOUND(150,659,3)
910 CALL SOUND(100,880,0)
920 GOTO 1020
930 P=P+1
940 IF P>=25 THEN 990
950 CALL HCHAR(P-1,5,128)
960 CALL HCHAR(P,5,129)
970 CALL SOUND(150,-3,0)
980 GOTO 710
990 P=24
1000 GOTO 710
1010 REM  DECIDE ON FLOOR
1020 C=INT(10*RND)+1
1030 ON C GOTO 1040,1090,1140,
     1190,1240,1290,1340,1350,
     1360,1370
1040 ROW=3
1050 COL=F
1060 GOSUB 1390
1070 F=COL
1080 GOTO 710
1090 ROW=7
1100 COL=S
1110 GOSUB 1390
1120 S=COL
1130 GOTO 710
1140 ROW=11
1150 COL=T
1160 GOSUB 1390
1170 T=COL
1180 GOTO 710
1190 ROW=15
```



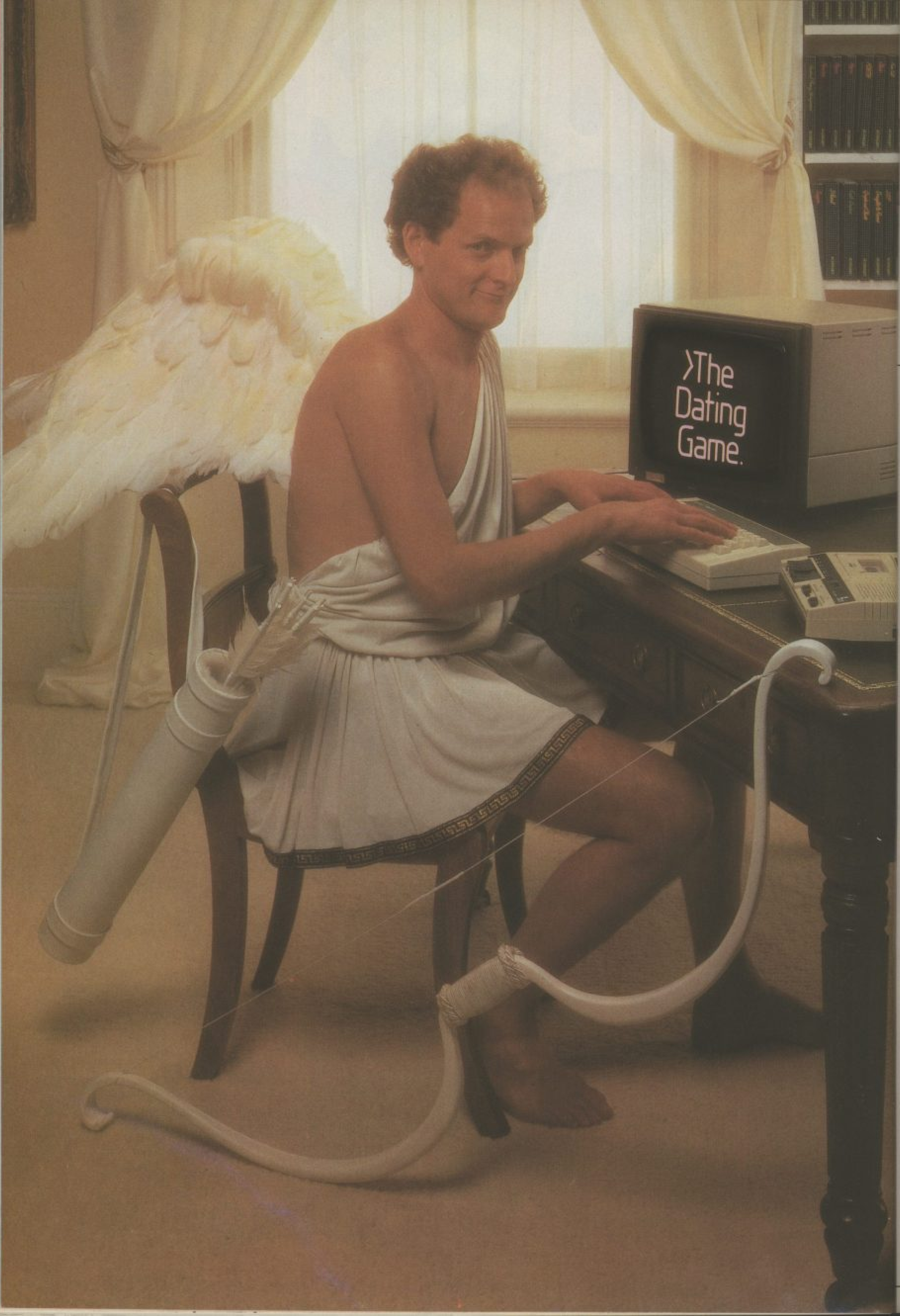
```
1200 COL=FT
1210 GOSUB 1390
1220 FT=COL
1230 GOTO 710
1240 ROW=19
1250 COL=FIF
1260 GOSUB 1390
1270 FIF=COL
1280 GOTO 710
1290 ROW=23
1300 COL=SX
1310 GOSUB 1390
1320 SX=COL
1330 GOTO 710
1340 GOTO 710
1350 GOTO 710
1360 GOTO 710
1370 GOTO 710
1380 REM  MOVE PASSENGERS
1390 CALL HCHAR(ROW,COL+1,32)
1400 IF (COL=5)+(COL-1=5)THEN
     1500
1410 CALL HCHAR(ROW,COL,136)
1420 COL=COL-1
1430 CALL SOUND(60,880,0)
1440 CALL HCHAR(ROW,COL+1,32)
1450 CALL HCHAR(ROW,COL,137)
1460 CALL SOUND(100,587,0)
1470 COL=COL-1
1480 RETURN
1490 REM   CHECK
1500 CALL GCHAR(ROW,5,GET)
1510 IF GET<>129 THEN 1650
1520 CALL SOUND(100,440,0)
1530 MET=MET+1
1540 IF MET>6 THEN 1820
1550 FOR I=1 TO LEN(STR$(MET))
1560 CALL HCHAR(2,15+I,ASC(SEG$
     (STR$(MET),I,1)))
1570 NEXT I
1580 COL=31-DET
1590 IF COL>8 THEN 1610
1600 COL=8
1610 RETURN
1620 IF COL>8 THEN 1630
1630 IF COL>8 THEN 1630
1640 REM  MISS PASSENGERS
1650 FOR SOUND=1000 TO 110
     STEP -20
1660 CALL SOUND(50,SOUND,0)
1670 NEXT SOUND
1680 DET=DET+3
1690 LOST=LOST+1
1700 FOR I=1 TO LEN(STR$(LOST))
1710 CALL HCHAR(2,26+I,ASC(SEG$(S
     TR$(LOST),I,1)))
1720 NEXT I
1730 IF LOST>10 THEN 1780
1740 COL=31-DET
1750 IF COL>8 THEN 1770
1760 COL=8
1770 RETURN
```




```
1780 FOR DELAY=1 TO 2000
1790 NEXT DELAY
1800 GOTO 1920
1810 REM    OVERLOAD SEQUENCE
1820 FOR E=ROW TO 24
1830 CALL HCHAR(E,5,32)
1840 CALL SOUND(50,-6,0)
1850 NEXT E
1860 CALL HCHAR(24,5,132)
1870 CALL SOUND(350,-7,1,110,0,
     115,0,120,0)
1880 FOR DELAY=1 TO 2000
1890 NEXT DELAY
1900 CALL CLEAR
1920 PRINT "YOU SAVED":TOT:"PASS
     ENGERS":"YOU LOST":LOST+MET
     :"LIVES":::
1930 INPUT "PRESS ENTER TO
     START AGAIN":A$
1940 GOTO 230
```



SPACE ACE 2101
PILOT
SPACE ACE
"I travelled space till stardate 2209 and 93 days, collected my TRACTOR BEAM, LAZER BOOSTER, EXTRA SHIELDS, FUEL UNITS, PASSENGERS, 99 DAY VIROCONTROL, 1 YEAR FOOD SUPPLY... AND finally left for Zegnah with the Zadron bomb. I had earned and spent a total of $67,000.00 before leaving for the outer limits of the Mhiyken Solar System".


>The Dating Game.

```
10 GOSUB 1000
20 OF=INT(F):POSITION 13,4:? A;"  ":POSI
TION 13,6:? T;"  ":POSITION 13,7:? P;"
":POSITION 23,3:? OF;"  "
30 POSITION 23,4:? H;"  ":POSITION 23,5:
? L;"  ":POSITION 33,4:? J;"  ":POSITION
 33,5:? K;"  "
40 POSITION 7,1:? D:POSITION 13,3:? INT(
E);"  ":IF E<0 THEN POSITION 13,3:? "0
":GOTO 2000
45 IF PEEK(SS+1965)=129 THEN POKE SS+196
5,36:POKE SS+1966,36:GOTO 47
46 POKE SS+1965,129:POKE SS+1966,129
47 IF PEEK(SS+1699)=129 THEN POKE SS+169
9,36:POKE SS+1700,36:GOTO 50
48 POKE SS+1699,129:POKE SS+1700,129
50 IF G=0 THEN U=INT(RND(0)*360):F=100:O
F=F:N=U:H=U:G=2:IF RND(0)>0.5 THEN G=-2
60 N=N+G:H=N:IF H<0 THEN H=H+360
70 IF H>360 THEN H=H-360
80 L=INT(100-SQR(D+1)/4*ABS(N-U)):IF L<6
 THEN 2000
90 E=E-20/L:B=A-H:IF B>180 THEN B=B-360
100 IF B<-180 THEN B=B+360
110 IF B>30 OR B<-28.5 THEN C=0:POKE 532
51,0:GOTO 130
120 C=1:X=122*SIN(B)/COS(B):POKE 53251,1
22+X:Y=ABS(X)
130 IF ABS(H-J)<10 OR 360-ABS(H-J)<10 TH
EN 132
131 GOTO 140
132 POKE 53248,XX:SOUND 0,150,0,15:FOR I
=1 TO 300:NEXT I:POKE 53250,0:POKE 53248
,0:SOUND 0,0,0,0:K=100
133 J=INT(RND(0)*360)
140 S=PEEK(632):IF S=15 THEN 170
150 IF S<8 THEN A=A-5:IF A<0 THEN A=A+36
0
160 IF S<12 AND S>8 THEN A=A+5:IF A>359
THEN A=A-360
170 IF PEEK(632)<>14 OR M>0 THEN 220
180 P=P-20:IF P<0 THEN P=0:GOTO 220
190 FOR I=1 TO 100:SOUND 0,I,10,15:NEXT
I:POKE SC+816,32:POKE SC+822,59:POKE SC+
777,32:POKE SC+781,59
192 POKE SC+816,14:POKE SC+822,14:POKE S
C+738,32:POKE SC+740,59:POKE SC+777,14:P
OKE SC+781,14
195 SOUND 0,0,0,0:POKE SC+738,14:POKE SC
+740,14:IF Y>10 OR C=0 THEN 220
200 POKE 53248,122:F=F-100+L+5*Y:SOUND 0
,150,0,15:FOR I=1 TO 300:NEXT I:SOUND 0,
0,0,0:POKE 53248,0
210 IF F<0 THEN POKE 53251,0:D=D+1:F=0:G
=0
```

```
220 M=M-1:IF M<0 THEN 250
225 IF M>0 THEN 270
230 POKE 53249,0:SOUND 0,0,0,0:IF Y>5 OR
 C=0 THEN 270
240 POKE 53248,122:SOUND 0,200,0,15:FOR
I=1 TO 250:NEXT I:SOUND 0,0,0,0:POKE 532
48,0:POKE 53251,0
245 D=D+1:G=0:GOTO 270
250 IF PEEK(644)=1 OR T=0 OR M>0 THEN 27
0
260 T=T-1:POKE 53249,122:M=5:SOUND 0,230
,2,15
270 K=K-1:IF K<1 THEN K=100:E=K:P=K:T=T+
1:J=INT(RND(0)*360)
280 B=A-J:IF B>180 THEN B=B-360
290 IF B<-180 THEN B=B+360
300 IF B>30 OR B<-28.5 THEN POKE 53250,0
:XX=0:GOTO 320
310 XX=122+122*SIN(B)/COS(B):POKE 53250,
XX
320 IF F>OF THEN F=OF
```



Illustration: Gary Wing

"Central Command to Phaser Turret X20. Alien attackers approaching your sector! Seek and destroy!" You control a fortified gun turret armed with phasers and photon torpedoes. You can observe and fire in different directions by using the joystick to rotate the turret. Fire the phasers by pushing the joystick forwards. But you'll need to hit the enemy several times before you destroy them. The photon torpedoes are more destructive. Hit an alien and he's wiped out. Fire these by pressing your fire button. Firing depletes your energy level, though, and, if it reaches zero, the game is all over. If the aliens manage to get within seven units away from the tower, the same can be said! As the enemy attacks, friendly forces also attempt to reach the turret carrying supplies. These can be recognised by their waving antennae. Do not blast them! The higher you score, the faster the aliens come at you. So for high scores you'll need to be quick. Best of luck, sharpshooters!

```
330 POKE 77,0:GOTO 20
1000 GRAPHICS 0:POKE 710,0:FOR I=53248 T
O 53251:POKE I,0:NEXT I:E=100:P=E:T=5:D=
0:A=0:F=E
1010 POKE 82,0:POKE 752,1:DEG :OPEN #1,4
,0,"K:":POKE 623,3:SC=PEEK(88)+256*PEEK(
89):POSITION 0,1
1012 ? "  TTTTT  U  U  RRRR  RRRR  EEEE
 TTTTT"
1013 ? "    T    U  U  R  R  R  R  E
   T"
1014 ? "    T    U  U  RRRR  RRRR  EEE
   T"
1015 ? "    T    U  U  RR    RR    E
   T"
1016 ? "    T    UUUU  R  R  R  R  EEEE
   T"
```



BY JONATHAN CRANE

RUNS ON AN ATARI 400 IN 16K

WITH JOYSTICK

TURRET

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NEW RELEASE AVAILABLE SOON

Now you can experience all the thrills, spills and skills of BMX racing without leaving your commodore keyboard. Play on your own or with up to 3 friends to beat each other and the qualifying times set by the computer. There are 6 different events but you must qualify on each to move on to the next. Track features include, table tops, whoop de doos, ramps, speed bumps, ditches and drop offs.

You have complete control of your pedals, handlebars and brakes so that you can jump, wheelie and really perform - but go easy or you'll end up eating dirt.

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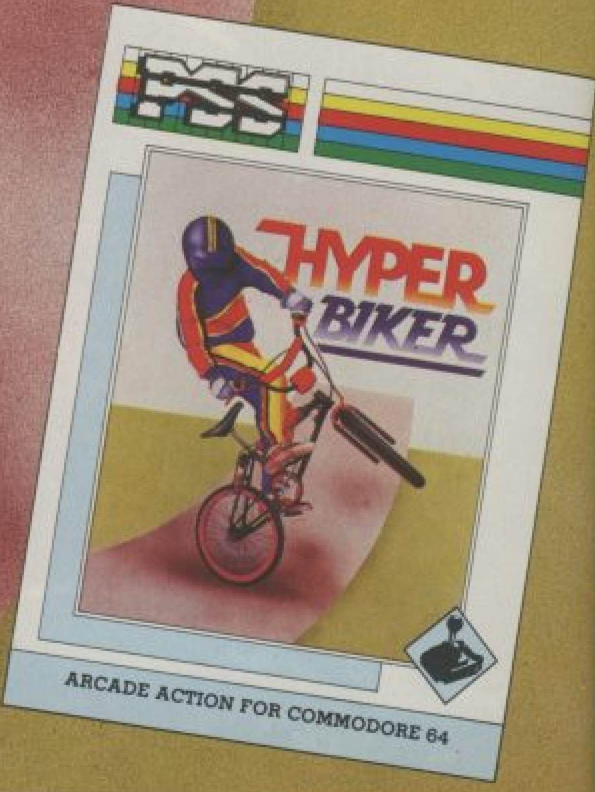


WHEELIE



ENDO





EVENTS
1. Straight Race 2. Obstacle Race 3. Wheelie
4. Long Jump 5. High Jump 6. Bunny Hop

452 STONEY STANTON RD. COVENTRY CV6 5DG. TEL: COVENTRY (0203) 667556

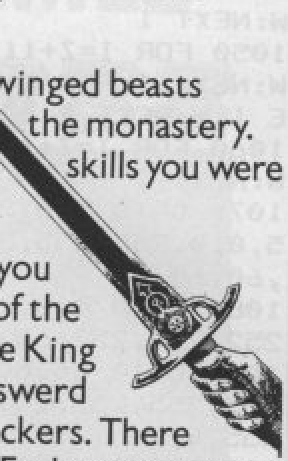


```
1017 ? :? "    DEVISED AND WRITTEN BY  J
D CRANE"
1019 ? :? "    PUT JOYSTICK INTO PORT 1 A
ND WAIT"
1030 Z=1024*INT((PEEK(561)-2)/4):FOR I=Z
 TO Z+511:POKE I,PEEK(57344+I-Z):NEXT I:
POKE 756,INT(Z/256+0.5):QQ=PEEK(756)
1040 FOR I=Z+8 TO Z+15:READ W:POKE I,W:N
EXT I:FOR I=Z+24 TO Z+103:READ W:POKE I,
W:NEXT I
1050 FOR I=Z+112 TO Z+127:READ W:POKE I,
W:NEXT I:FOR I=Z+216 TO Z+263:READ W:POK
E I,W:NEXT I
1060 FOR I=Z+472 TO Z+479:READ W:POKE I,
W:NEXT I
1070 DATA 255,255,255,255,255,255,255,25
5,0,0,255,255,255,255,0,0,60,60,60,60,60
,60,60,60
1080 DATA 0,0,63,63,63,63,60,60,0,0,252,
252,252,252,60,60,60,60,63,63,63,63,0,0
1090 DATA 60,60,252,252,252,252,0,0,0,0,
255,255,255,255,60,60,60,60,255,255,255,
255,0,0
1100 DATA 60,60,63,63,63,63,60,60,60,60,
252,252,252,252,60,60,85,85,85,85,85,85,
85,85
1110 DATA 170,170,170,170,170,170,170,17
0,125,125,125,125,125,125,125,125,0,0,25
5,255,255,255,0,0
1120 DATA 235,235,234,234,234,234,235,23
5,235,235,171,171,171,171,235,235,60,60,
255,255,255,255,60,60
1125 DATA 81,81,72,72,33,33,69,69,69,69,
33,33,72,72,81,81
1130 Z=2048*INT((PEEK(561)-14)/8):SS=Z:F
OR I=Z+1024 TO Z+2047:POKE I,0:NEXT I
1140 FOR J=0 TO 3:FOR I=1 TO 12:READ W:P
OKE Z+I+1186+256*J,W:NEXT I:NEXT J
1150 DATA 24,68,114,157,125,186,126,189,
178,82,44,16
1160 DATA 0,16,16,56,56,124,124,56,56,16
,16,0
1170 DATA 129,129,66,36,60,126,219,219,2
55,189,195,255
1180 DATA 60,126,219,219,255,255,102,60,
66,66,129,129
1185 RR=INT(Z/256+0.5)
1190 POKE 54279,RR:POKE 559,62:POKE 5327
7,3
1195 Z=PEEK(560)+256*PEEK(561):FOR I=Z+1
5 TO Z+25:POKE I,4:NEXT I
1200 RESTORE 1210:FOR I=704 TO 712:READ
W:POKE I,W:NEXT I
1210 DATA 218,14,82,52,198,26,16,0,152
1220 ? "[ESC CTRL CLEAR]":POSITION 0,0
1230 ? "%########)#########)#########)##
#######&";
1240 ? "$KILLS:  $    YOU   $  ENEMY  $SU
PPLIES $";
1250 ? "+########?#########?#########?##
#######,";
1260 ? "$ENERGY  $          $         $ -
------ $";
1270 ? "$ANGLE   $          $         $
       $";
1280 ? "$RANGE   $ ------- $          $
       $";
1290 ? "$TORPS   $          $ ------- $ -
------ $";
1300 ? "$PHASERS $          $ ------- $ -
------ $";
1310 ? "+))))))))?)))))))))?)))))))))?))
)))))),";
1320 ? "+!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!!!!!!!,";
1330 ? "=/
    />";
1340 ? "=/
    />";
1350 ? "=/
    />";
1360 ? "=/
    />";
1370 ? "=/
    />";                $
1380 ? "=/
    />";                $
1390 ? "=/
    />";
1400 ? "=/
    />";          <<<    <<<
1410 ? "=/..............................
....../>";
1420 ? "=/..............................
....../>";.............;...........
1430 ? "=/..............................
....../>";
1440 ? "+!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!!!!!!!,";
1450 ? ",**********************************
*******(";:RETURN
2000 FOR I=53248 TO 53251:POKE I,0:NEXT
I:SOUND 0,100,0,15:SOUND 1,200,8,15
2010 FOR I=1 TO 50:FOR J=1 TO 5:NEXT J:P
OKE 712,INT(RND(0)*256):POKE 708,INT(RND
(0)*256):NEXT I
2020 FOR I=1 TO 100:NEXT I:SOUND 0,0,0,0
:SOUND 1,0,0,0
2040 GRAPHICS 2+16:? #6:IF E<=0 THEN ? #
6;"  YOU HAVE RUN OUT          OF ENERGY AND
":GOTO 2060
2050 IF L<=6 THEN ? #6;"   THE ENEMY HAS
     REACHED YOU AND"
2060 ? #6;"YOU HAVE BEEN KILLED"
2070 ? #6:? #6;"    BUT YOU SCORED ":? #6
;"      ";D;" POINTS"
2080 ? #6:? #6:? #6;"     PRESS ANY KEY
    TO PLAY AGAIN":GET #1,K:GRAPHICS 0:P
OKE 82,0:POKE 752,1
2090 E=100:P=E:T=5:D=0:A=0:F=E:G=0:K=0:P
OKE 756,QQ:GOSUB 1190:GOTO 20
```



BECOME LONE WOLF...

... sole survivor of a devastating attack on the monastery of Kai.



A great cloud of black winged beasts has swept down and engulfed the monastery. All the Kai Lords, whose secret skills you were learning, have been killed.

Raising your face to the sky, you swear revenge on the Darklords of the West. But first, you must warn the King of the invasion, retrieve Sommerswerd and then use it to beat off the attackers. There are now two exciting LONE WOLF adventure games. Each one requires you to assume the mantle of Lone Wolf, make all his decisions for him, and actually fight his combats move by move. You really are Lone Wolf.

You are going on a journey, a quest. You create your own adventures, choose your own tactics and make your own decisions.

You swear

THE LESSONS OF COMBAT AND ENDURANCE

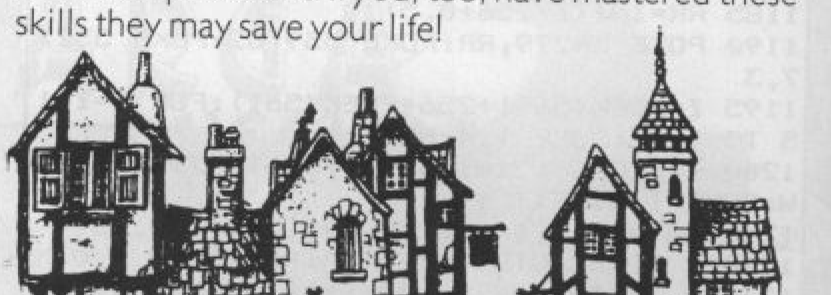
When you were training with the Kai Lords, you acquired many secret skills and disciplines. Now, you may need to use them. You may need to improve some, and disregard others.

"Combat Skills" may be needed to defeat the enemies you encounter on your way to reaching the beleaguered King, and whilst saving your country. You will need "Endurance" to survive. Each decision you make can alter the course of your adventure. So choose wisely, for you will often be totally surprised by the effect your choice may have on your survival.



THE SURVIVAL DISCIPLINES

Over the centuries, the Kai Lords had mastered the skills of the warrior. As you proceed through your adventure you may find that you are becoming more and more proficient. If you, too, have mastered these skills they may save your life!



You can learn how to hide undetected amongst rocks and trees of the countryside. In a city, you can look and sound like a native which may help you to find shelter.

Learn how to communicate with animals and move objects by sheer concentration alone.

You can develop a "Sixth Sense" that warns you of imminent danger. It may also reveal the true nature of a stranger.

"Tracking" may help you choose the right path and decipher prints or tracks of creatures in the wild.



The discipline of "Healing" can restore your "Endurance" after being wounded in combat.

THE "COMBAT" SKILLS

When you entered the Kai monastery you were taught to fight with daggers, spears, warhammers, axes and swords.

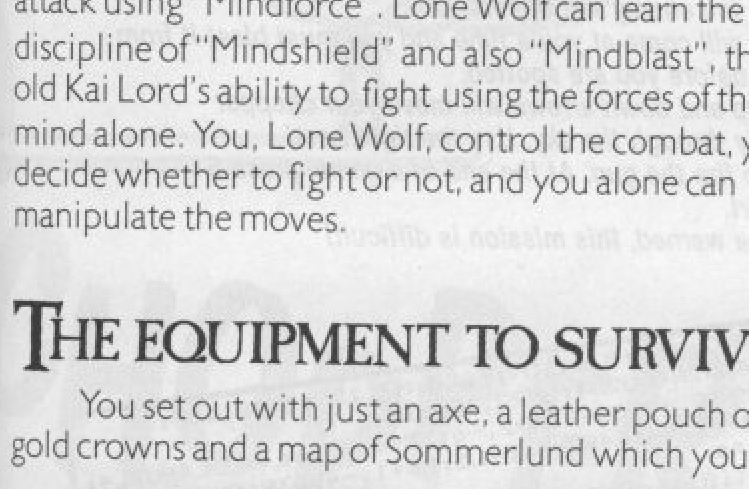
The evil Darklords, though, have the ability to attack using "Mindforce". Lone Wolf can learn the discipline of "Mindshield" and also "Mindblast", the old Kai Lord's ability to fight using the forces of the mind alone. You, Lone Wolf, control the combat, you decide whether to fight or not, and you alone can manipulate the moves.

THE EQUIPMENT TO SURVIVE

You set out with just an axe, a leather pouch of gold crowns and a map of Sommerlund which you

revenge

have discovered amongst the smoking ruins of the monastery.



You are about to begin the most incredible adventure of your life.

WE CHALLENGE YOU TO DEFEAT THE DARKLORDS IN THE LASTLANDS

LONE WOLF

Available from leading software stores.
Dealer enquiries to Nick Ford, Arrow Publications, 17-21 Conway Street, London W1P 6JD. Tel: 01-387 2811.

THE LONE WOLF ADVENTURES

The creators of LONE WOLF are Joe Dever and Gary Chalk. In 1982, Joe won the Advanced "Dungeons and Dragons" Championship in America.



Gary has had 17 years experience of war games, and is the originator of the highly successful "Cry Havoc" and "Starship Captain".

Together they have created two unique adventures combining the skills of mental and physical dexterity. And there are more to come. The presentation is visually exciting, and involves you totally in every action and reaction.



Discover the LONE WOLF adventures "Flight From the Dark" and "Fire on the Water". Now, available individually in a special gift box, including a cassette and illustrated book for £8.95. (Software only £6.95 each.)



Spectrum 48K Program



This game for the dragon comes to you courtesy of Melbourne House. Chopper, by Colin Carter, is one of the listings published in Enter the Dragon, *which is available as a book and also as a set of two cassettes.*

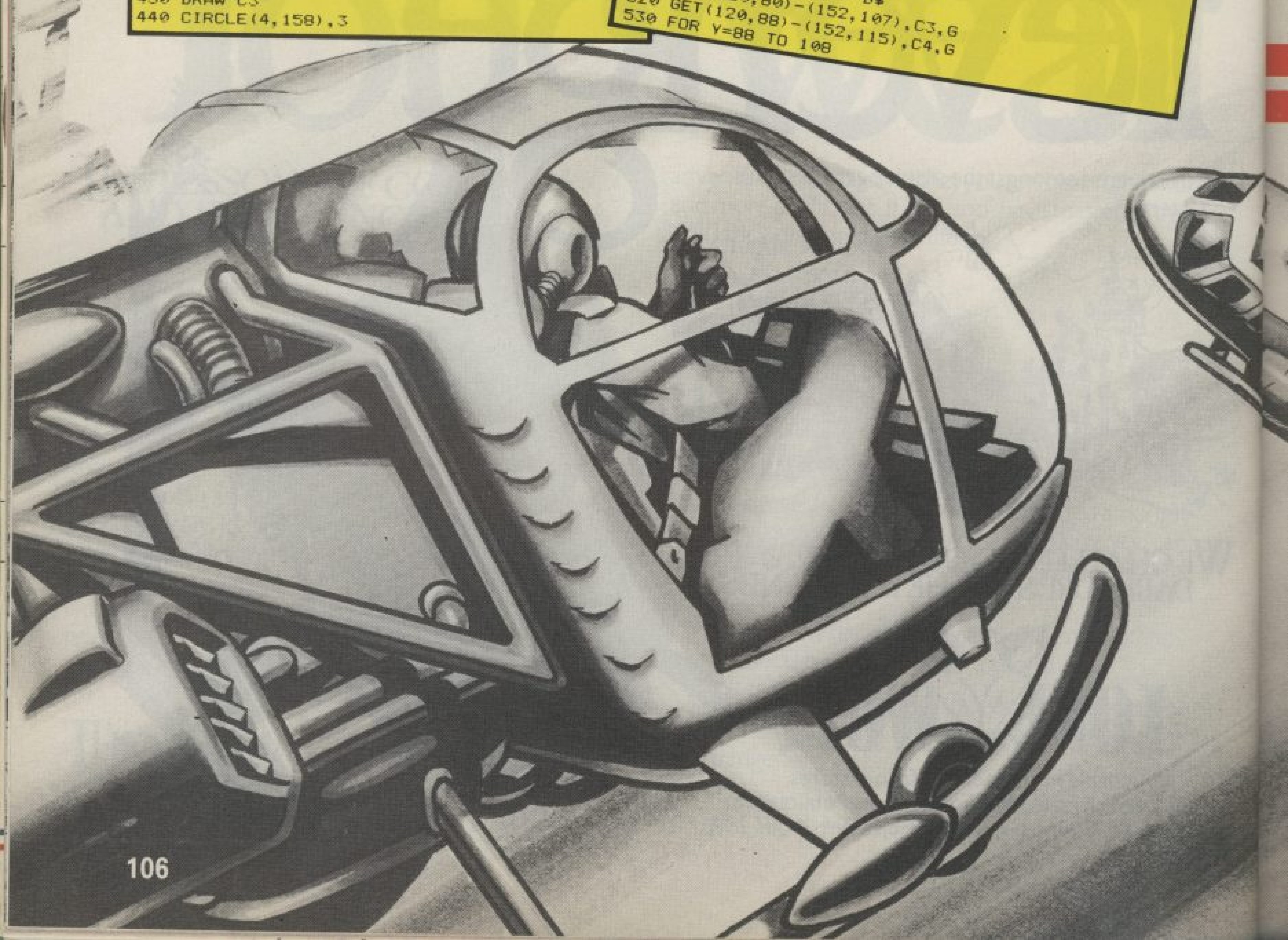
In this game, you are the sole survivor of a squadron of helicopters, the remainder of which have been destroyed by an enemy crew. You must invade the city and destroy the last three of the enemy's choppers. One of them will come at you a time and you must blast it from the sky before you are spotted.

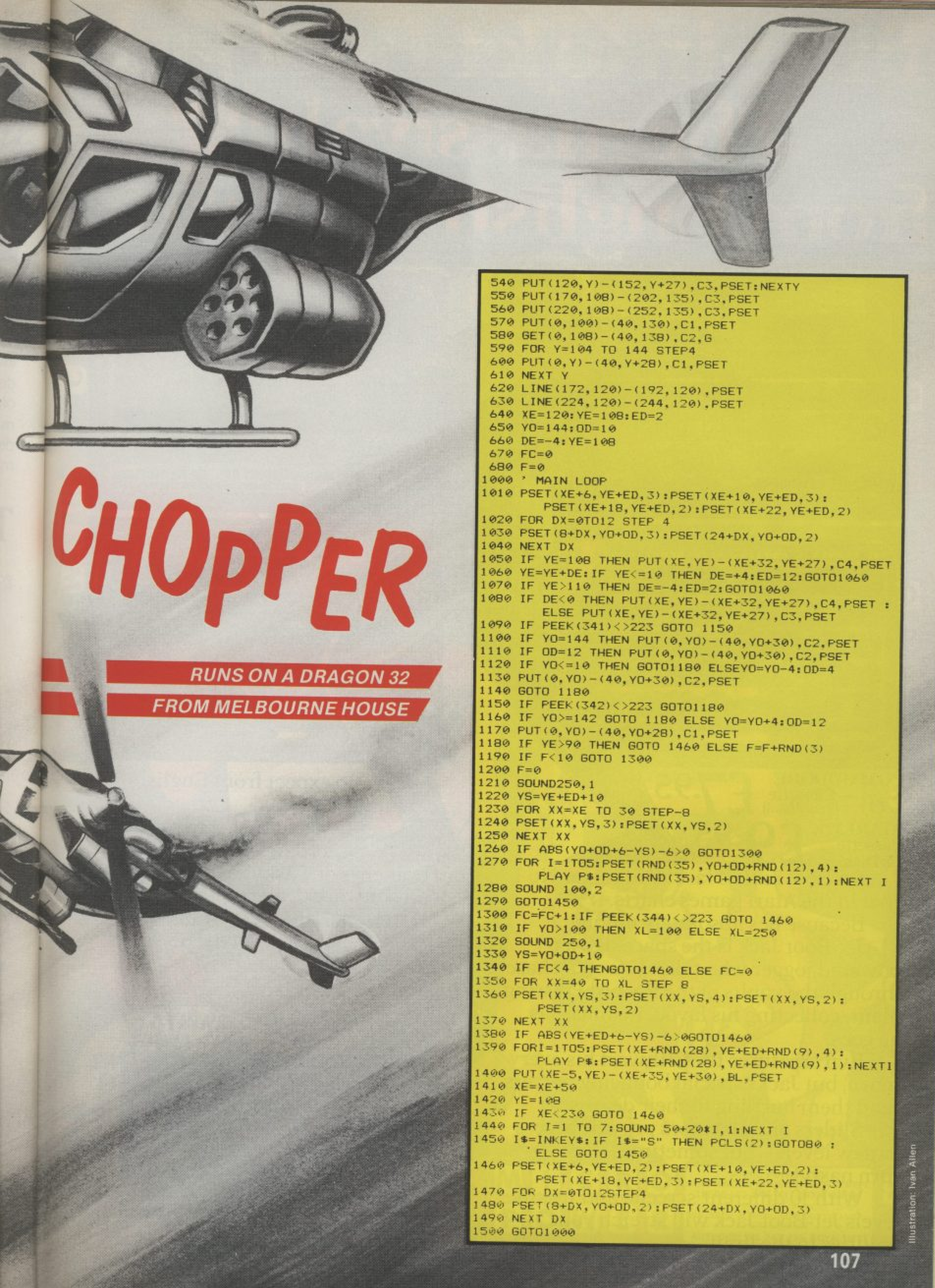
The up and down arrows will move your chopper vertically through the sky. Use the right hand arrow to fire the gun. At the end of a game, press S to restart.

But be warned, this mission is difficult!

```
10 PCLEAR 4
20 PMODE 1,1
30 COLOR 1,3:PCLS(2)
40 SCREEN1,0
50 DIM C1(17),C2(17),C3(15),C4(15),BL(17)
60 GET(1,1)-(41,31),BL,G
70 P$="T255;O1;V31;L1;3;L255;3;P60;V15;L10;2;
     L255;2;P40;V2;L100;1;L255;1;"
80 DRAW"C1"
90 LINE(0,185)-(10,185),PSET
100 LINE-(10,175),PSET
110 LINE-(30,175),PSET
120 LINE-(30,185),PSET
130 LINE-(90,185),PSET
140 LINE-(100,175),PSET
150 LINE-(100,120),PSET
160 LINE-(110,120),PSET
170 LINE-(110,145),PSET
180 LINE-(120,145),PSET
190 LINE-(120,135),PSET
200 LINE-(140,135),PSET
210 LINE-(140,145),PSET
220 LINE-(170,145),PSET
230 LINE-(170,135),PSET
240 LINE-(190,135),PSET
250 LINE-(190,145),PSET
260 LINE-(220,145),PSET
270 LINE-(220,135),PSET
280 LINE-(240,135),PSET
290 LINE-(240,145),PSET
300 LINE-(255,145),PSET
310 PAINT(150,190),1,1
320 DRAW"C4"
330 LINE(255,145)-(255,196),PSET
340 LINE-(0,196),PSET
350 LINE-(0,185),PSET
360 LINE(100,155)-(255,155),PSET
370 LINE(100,165)-(255,165),PSET
380 LINE(100,175)-(255,175),PSET
390 LINE(0,185)-(255,185),PSET
400 LINE(100,145)-(255,145),PSET
410 ' PMODE1,3:COLOR 1,3:PCLS(2)
420 SCREEN1,0
430 DRAW"C3"
440 CIRCLE(4,158),3
```

```
450 A$="BM7,159;M26,159;F6L8;M7,159;BM18,168;
     R4NU2R4NU2R4;BM22,156;D8"
460 B$="M-19,+0;G6R8;M-2,-6;BM+3,+10;L4NU2L4NU2L4;
     BM+12,-4;E4R2L3ND1L5;BM+1,-4;D3R15NU2ND2"
470 DRAW A$
480 PAINT(18,160),3,3
490 GET(0,140)-(40,170),C1,G
500 DRAW"BM152,96;"+ B$
510 GET(120,80)-(152,107),C3,G
520 GET(120,88)-(152,115),C4,G
530 FOR Y=88 TO 108
```





CHOPPER

RUNS ON A DRAGON 32

FROM MELBOURNE HOUSE

```
540 PUT(120,Y)-(152,Y+27),C3,PSET:NEXTY
550 PUT(170,108)-(202,135),C3,PSET
560 PUT(220,108)-(252,135),C3,PSET
570 PUT(0,100)-(40,130),C1,PSET
580 GET(0,108)-(40,138),C2,G
590 FOR Y=104 TO 144 STEP4
600 PUT(0,Y)-(40,Y+28),C1,PSET
610 NEXT Y
620 LINE(172,120)-(192,120),PSET
630 LINE(224,120)-(244,120),PSET
640 XE=120:YE=108:ED=2
650 YO=144:OD=10
660 DE=-4:YE=108
670 FC=0
680 F=0
1000 ' MAIN LOOP
1010 PSET(XE+6,YE+ED,3):PSET(XE+10,YE+ED,3):
      PSET(XE+18,YE+ED,2):PSET(XE+22,YE+ED,2)
1020 FOR DX=0TO12 STEP 4
1030 PSET(8+DX,YO+OD,3):PSET(24+DX,YO+OD,2)
1040 NEXT DX
1050 IF YE=108 THEN PUT(XE,YE)-(XE+32,YE+27),C4,PSET
1060 YE=YE+DE:IF YE<=10 THEN DE=+4:ED=12:GOTO1060
1070 IF YE>110 THEN DE=-4:ED=2:GOTO1060
1080 IF DE<0 THEN PUT(XE,YE)-(XE+32,YE+27),C4,PSET :
      ELSE PUT(XE,YE)-(XE+32,YE+27),C3,PSET
1090 IF PEEK(341)<>223 GOTO 1150
1100 IF YO=144 THEN PUT(0,YO)-(40,YO+30),C2,PSET
1110 IF OD=12 THEN PUT(0,YO)-(40,YO+30),C2,PSET
1120 IF YO<=10 THEN GOTO1180 ELSEYO=YO-4:OD=4
1130 PUT(0,YO)-(40,YO+30),C2,PSET
1140 GOTO 1180
1150 IF PEEK(342)<>223 GOTO1180
1160 IF YO>=142 GOTO 1180 ELSE YO=YO+4:OD=12
1170 PUT(0,YO)-(40,YO+28),C1,PSET
1180 IF YE>90 THEN GOTO 1460 ELSE F=F+RND(3)
1190 IF F<10 GOTO 1300
1200 F=0
1210 SOUND250,1
1220 YS=YE+ED+10
1230 FOR XX=XE TO 30 STEP-8
1240 PSET(XX,YS,3):PSET(XX,YS,2)
1250 NEXT XX
1260 IF ABS(YO+OD+6-YS)-6>0 GOTO1300
1270 FOR I=1TO5:PSET(RND(35),YO+OD+RND(12),4):
      PLAY P$:PSET(RND(35),YO+OD+RND(12),1):NEXT I
1280 SOUND 100,2
1290 GOTO1450
1300 FC=FC+1:IF PEEK(344)<>223 GOTO 1460
1310 IF YO>100 THEN XL=100 ELSE XL=250
1320 SOUND 250,1
1330 YS=YO+OD+10
1340 IF FC<4 THENGOTO1460 ELSE FC=0
1350 FOR XX=40 TO XL STEP 8
1360 PSET(XX,YS,3):PSET(XX,YS,4):PSET(XX,YS,2):
      PSET(XX,YS,2)
1370 NEXT XX
1380 IF ABS(YE+ED+6-YS)-6>0GOTO1460
1390 FORI=1TO5:PSET(XE+RND(28),YE+ED+RND(9),4):
      PLAY P$:PSET(XE+RND(28),YE+ED+RND(9),1):NEXTI
1400 PUT(XE-5,YE)-(XE+35,YE+30),BL,PSET
1410 XE=XE+50
1420 YE=108
1430 IF XE<230 GOTO 1460
1440 FOR I=1 TO 7:SOUND 50+20*I,1:NEXT I
1450 I$=INKEY$:IF I$="S" THEN PCLS(2):GOTO80 :
      ELSE GOTO 1450
1460 PSET(XE+6,YE+ED,2):PSET(XE+10,YE+ED,2):
      PSET(XE+18,YE+ED,3):PSET(XE+22,YE+ED,3)
1470 FOR DX=0TO12STEP4
1480 PSET(8+DX,YO+OD,2):PSET(24+DX,YO+OD,3)
1490 NEXT DX
1500 GOTO1000
```

Illustration: Ivan Allen

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FROGGER

RUNS ON A CBM 64 WITH JOYSTICK

BY DAVID COOKE

Here's a great game for Commodore owners who've been hopping mad recently. You won't see a better version of Frogger anywhere. The graphics in this game really are like the original arcade machine.

So, if you've been waiting for a good Frogger but haven't got around to buying one then get your typing finger ready. You'll need a joystick to control the frog, plugged into port 2.

Just in case you've never played the game, here's what you have to do. Using the joystick, your job is to guide your frog across a crowded road. Once you've managed to dodge the cars, then you come to a river. Here, you have to hop across by jumping on floating logs or the backs of turtles to avoid drowning.

You can move your frog in four directions with the joystick.

```
0 GOSUB40000:GOTO10030
4 REM ***********************
5 REM ****** FROGGER *******
6 REM **** BY D.J.COOKE ****
7 REM ***********************
10 T$="──────────────────────────────────────────":L
IVES=5:SH=.2
50 POKE53248+39,5:POKE53248+16,0:POKE532
48-23,0:POKE53248+29,0:T=29
60 RESTORE:POKE53280,0:POKE53281,0
70 POKE53272,(PEEK(53272)AND240)+12
80 GOTO61000
90 M=1845:POKE53248,192:POKE53249,210:PO
KE53269,255:POKE2040,13:X=192:Y=210
100 J=PEEK(56320):IFY=114ORY=82THENX=X-8
:M=M-1
105 IFY=98ORY=66THENX=X+8:M=M+1
110 IFJ=126THENM=M-80:IFY>8THENY=Y-16:SC
=SC+10
120 IFJ=125ANDY<210THENM=M+80:IFY<247THE
NY=Y+16
130 IFJ=123THENM=M-1:X=X-8
140 IFJ=119THENM=M-1:X=X+8
150 IFX>255THENX=X-255:POKE53248+16,255
155 IFPEEK(53248+16)<>0ANDX<0THENX=X+255
:POKE53248+16,0
160 POKE53248,X:POKE53249,Y
170 IFY<115THENGOSUB2000
175 IFY>115THENGOSUB1000
180 SYS49152
200 PRINT"S";:T=T-SH:PRINT"QQQQQQQQQQQQQQ
QQQQQQQQQQTIME  ";MID$(T$,1,T);"  "
205 PRINT"]]SCORE   ";SC;"  LIVES  ";LI;"
"
210 IFT<.4THENGOSUB1010
220 IFMEN=4THENGOTO4000
230 GOTO100
```



```
1000 IFPEEK(M)=32ORPEEK(M)=113THENRETURN
1005 IFPEEK(M)=114THENPOKEM,101:POKEM+40
,102:M=1845:GOSUB3000:RETURN
1010 POKE53248+29,1:FORA=1TO1000:NEXT:GO
SUB5000:RETURN
2000 IFPEEK(M)=105ORPEEK(M)=111ORPEEK(M)
=109THENRETURN
2005 IFPEEK(M)=114THENPOKEM,101:POKEM+40
,102:M=1845:GOSUB3000:RETURN
2020 POKE53248+29,1:FORA=1TO1000:NEXT:GO
SUB5000:RETURN
3000 X=192:Y=210:MEN=MEN-1:SC=SC+10*INT(
T*2):POKE53248+16,0:T=28:RETURN
4000 SC=SC+2000:MEN=0:SH=SH+.05:GOTO50
5000 IFLI-1=0THENGOTO6000
5010 M=1845:T=28:LI=LI-1:X=192:Y=210:POK
E53248+29,0:POKE53248+16,0:RETURN
6000 PRINT"                ALL YOUR FROGS
 ARE DEAD":IFHS<SCTHENHS=SC
6010 PRINT"       YOU SCORED ";SC;" POIN
TS"
6015 PRINT"            HIGH SCORE= ";HS
6020 PRINT"               ANOTHER GAME "
6030 PRINT"                   Y/N"
6040 GETA$:IFA$=""THEN6040
6050 IFA$="Y"THENMEN=0:GOTO6080
6060 END
6080 SC=0:GOTO10
10000 POKE53272,(PEEK(53272)AND240)+12
10005 PRINTCHR$(142)
10010 POKE52,48:POKE56,48:CLR
10020 POKE56334,PEEK(56334)AND254
10030 POKE1,PEEK(1)AND251
10040 FORI=0TO3071:POKEI+12288,PEEK(I+53
248):NEXT
10050 POKE1,PEEK(1)OR4
10060 POKE56334,PEEK(56334)OR1
12000 C=12288+2048-520
12010 READX:IFX<0THENGOTO12030
12020 POKEC,X:C=C+1:GOTO12010
```

```
12030 FORA=49152TO49328:READS:POKEA,S:NE
XT
12040 FORS=0TO62:READD:POKE832+S,D:NEXT
12140 GOTO10
20000 DATA 0,7,11,11,19,19,35,127,127,12
7,127,126,254,2,1,0
20010 DATA 4,244,254,254,254,254,254,254
,254,255,255,60,220,208,32,192
20020 DATA 0,63,63,63,63,63,63,63,63,255
,255,62,61,5,2,1,0,255,255,168,170,138
20030 DATA 218,216,255,255,255,127,191,1
60,64,128
20040 DATA 0,255,255,138,170,137,254,170
,255,255,255,255,255,2,0,0
20050 DATA 0,254,254,162,174,162,174,162
,254,254,254,206,183,130,72,48
20060 DATA 0,0,0,0,1,3,7,15,127,127,127
248,3,7,2,0,0,0,0,0,255,248,248,248,255
20070 DATA 255,255,255,128,0,0,0,0,0,0,0
,0,128,64,32,254,254,254,199,68,56,16,0
20080 DATA 0,0,1,2,4,127,127,127,227,34,
20,3,0,0,0,0,0,255,31,31,31,255,255,255
20090 DATA 255,1,0,0,0,0,0,0,128,192,2
24,240,254,254,254,31,16,224,64,0,0,0,0
20100 DATA 3,1,15,9,5,5,5,31,63,127,127,
124,251,11,4,3,128,128,224,252,252,252
20110 DATA 252,252,252,242,243,255,127,6
7,128,0,0,0,7,15,15,31,31,31,31,63,191
20120 DATA 255,255,0,0,0
20130 DATA 0,225,255,255,196,221,196,223
,196,255,255,255,255,0,0,0
20140 DATA 0,195,255,255,68,221,69,117,6
8,255,255,207,183,181,72,48,0,128,240
20150 DATA 248,124,124,124,126,126,254,2
52,156,104,104,144,96
20160 DATA 0,129,153,189,219,126,255,255
,255,126,60,66,129,66,36,231
20170 DATA 7,9,31,51,127,243,159,249,159
,249,207,121,63,27,15,7
20180 DATA 255,231,255,153,255,179,255,2
05,255,249,159,249,255,231,239,255
20190 DATA 104,220,190,127,127,127,127,1
27,127,127,127,127,127,190,220,104
```

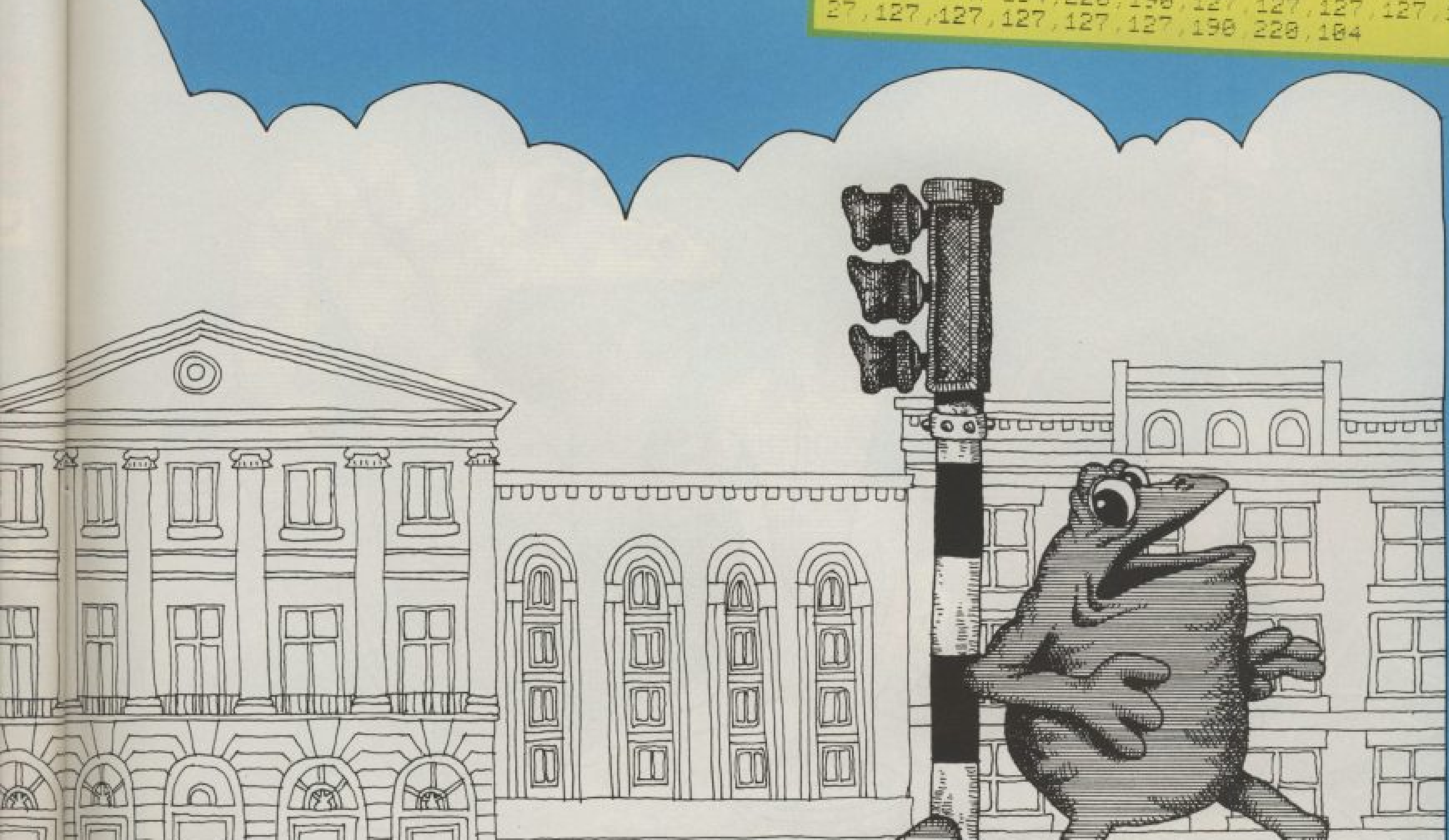


Illustration: Dave McTaggart

```
20200 DATA 0,0,1,7,15,31,95,255,255,95,3
1,15,7,1,0,0
20210 DATA 68,136,16,240,248,252,254,255
,255,254,252,248,240,16,136,68
20300 DATA 255,255,255,255,255,255,255,2
55,0,0,0,0,0,0,0,0,-1
30000 REM *******DATA FOR M.C*******
30010 DATA 169,4,133,254,169,79,133,253,
32,125,192,169,119,133,253,32,125,192
30020 DATA 169,160,133,253,32,151,192,16
9,200,133,253,32,151,192,169,239,133
30030 DATA 253,32,125,192,169,5,133,254,
169,23,133,253,32,125,192,169,64,133
30040 DATA 253,32,151,192,169,104,133,25
3,32,151,192,169,224,133,253,32,151
30050 DATA 192,169,6,133,254,169,8,133,2
53,32,151,192,169,47,133,253,32,125,192
30060 DATA 169,87,133,253,32,125,192,169
,128,133,253,32,151,192,169,168,133,253
30065 DATA 32,151,192,169,207,133,253,32
30070 DATA 125,192,169,247,133,253,32,12
5,192,96,160,40,177,253,141,132,3
30090 DATA 136,177,253,200,145,253,136,1
92,192,0,208,245,173,132,3,200,145,253
30090 DATA 96,160,0,177,253,141,132,3,20
0,177,253,136,145,253,200,200,192,40
30100 DATA 208,245,173,132,3,136,145,253
,96
30110 DATA 129,0,0,129,0,0,153,0,0,189,0
,0,219,0,0,126,0,0,255,0,0,255,0,0
30120 DATA 255,0,0,126,0,0,60,0,0,66,0,0
,129,0,0,66,0,0,36,0,0,231,0,0
30130 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
40000 PRINT"";
40010 PRINT"                         FROGGE
R"
40030 PRINT"              BY D.J.COOKE "
40050 PRINT"                (C) 1984"
40060 PRINT"              PSUEDO SOFT"
40065 PRINT"              PLEASE WAIT"
40070 RETURN
61000 PRINTCHR$(14)
61005 PRINT"","";
61010 PRINT"";
61020 PRINT"";
61030 PRINT"";
61040 PRINT"";
61050 PRINT"";
61060 PRINT"";
61070 PRINT"";
61080 PRINT"";
61090 PRINT"";
61100 PRINT"";
61110 PRINT"";
61120 PRINT"";
61130 PRINT"";
61140 PRINT"";
61150 PRINT"";
61160 PRINT"";
61170 PRINT"";
61180 PRINT"";
61190 PRINT"";
61200 PRINT"";
61210 PRINT"";
61230 GOTO90
```





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BUG HUNTER'S GUIDE TO THE SPECTRUM



This is the second of the *C&VG* Bug Hunter wallcharts. You'll find everything that a beginner needs to know about the Spectrum on this page, including all the best games. So cut it out and stick it on the wall next to your machine, and you'll never be lost for the facts.

HARDWARE ADD-ONS

There are more peripherals around for the Spectrum than for any other micro at the moment. Maybe it's because the Spectrum's hardware lacks so much that other companies decided to supply the missing pieces.

DK Tronics make a proper keyboard for the machine, as do Fuller. These are quite expensive but certainly make the computer a lot easier to use.

If you're fed up with using cassettes, then Microdrives are now freely available. They cost £49.95 and the same again for the Interface 1 which controls them. They will load most games in around 20 seconds, but the cartridges are still overpriced at £4.95 each.

The most popular joystick interfaces are made by AGF and Kempston, although the official Sinclair Interface 2 is catching up fast.

The Sinclair ZX printer is no longer being made, so you may be able to snap up one cheaply as dealers try to clear their shelves. Otherwise, go for an Alphacom 32 which, at £69, is great value and has better print quality. You can also buy a Centronics interface to connect the Spectrum to a proper printer.

You can link a Spectrum up to Micronet with a VTX 5000 modem. More details from Micronet on 01-278 3143.

If you can't afford Micronet's charges, then there's always the TTX 2000 Teletext adaptor from OEL. This will turn your Spectrum into a Ceefax and Oracle receiver. The interface costs £125 but, once paid for, all of Ceefax's and Oracle's pages are free. And there're no telephone calls, either.

SPECTRUM GAMES FROM C&VG

We try to publish at least one Spectrum listing in every issue of *C&VG*. They're all games, but not all alien-blasting keyboard-bashers.

For the ultimate in spy strategy games, there's Treachery by Mike (Seventh Empire) Singleton. This fills the memory of a 48k machine and also took up quite a few pages in March '84.

If you like board games, then try Micropoly from May and if you find it hard to tear yourself away from the soap operas on TV to read your copy of *C&VG*, then you can't have missed August's special soapy edition, complete with a game based on a certain well known soap opera.

BEST IN THE SHOPS

There's never been any shortage of games for the Spectrum.

The classic arcade games are *Jet Set Willy* and *Manic Miner*, from Software Projects. Then there's *Jet Pac, Lunar Jet Man, Atic Atac* and *Sabre Wulf* from Ultimate, whose graphic screens must be seen to be believed.

Jet Pac runs in 16k, but the rest need a 48k machine. Psion's *Horace* series is also very popular, as is their *Scrabble* game.

Top of the Adventure league for many a month was *The Hobbit* which is still good value. And if you can solve that, try *Valhalla* from Legend.

For the top-selling games, keep an eye on the *C&VG* / Daily Mirror chart which is published in each issue of the magazine.

LOADING AND SAVING

The Spectrum is very reliable when it comes to saving or loading programs. To save a Basic program, type SAVE "name". When it has saved, use the VERIFY command to check that it was saved correctly. If you don't, and you turn off the machine, then there is no way to recover your program if you find that it did not save properly.

If you want your program to auto-run on loading, type SAVE "name" LINE 10 which will start the program running from line 10 as soon as it is loaded.

You can change the 10 to any number, to start at the line you wish.

If you want to load an auto-running program but don't want it to run, use MERGE instead of LOAD. You won't be able to do this with a program on microdrive, though.

SINCLAIR BASIC

Sinclair wrote their own version of Basic to be used on the Spectrum. It is similaR to that used on the ZX81 but has more commands, including those to handle the extra graphics and sound facilities. It's unlike any other version of the language and can be difficult to learn if you are used to programming, say, a BBC or a Commodore machine.

If you're trying to learn machine code on a Spectrum, then Melbourne House publishes *The Complete Spectrum ROM Disassembly*. This is the best place to start, for beginners and experienced programmers alike. A good assembler program is Hisoft's Devpac.

MORE DETAILS

You can get further information on all of Sinclair's hardware and software from their office at Stanhope Road, Camberley, Surrey GU15 3PS. Or telephone them on Camberley (0276) 686100.

Sinclair publishes a Spectrum software catalogue with details of all their programs for the machine. If you've ever bought anything from them by mail order, then you'll already be on their mailing list for leaflets and catalogues.

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1530 Data Recorder

SPECTRUM PRICE



£44.95

1531 Data Recorder

SPECTRUM PRICE

£44.95



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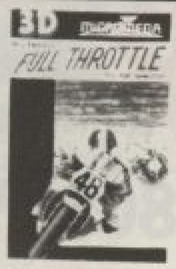
More from Spectrum...

spectrum

Micro Dealer UK's TOP 50

Britains No.1 Weekly Software Chart







PROGRAM	SUPPLIER	MACHINE	PRICE
Daley Thompson's Decathlon	Ocean	CBM 64	£7.90
Full Throttle	Micromega	Spectrum	£6.95
Jet Set Willy	Software Projects	Spectrum	£5.95
Sabre Wolf	Ultimate	Spectrum	£9.95
Olympicon	Mitec	Spectrum	£5.95
Astro Chase	Statesoft	CBM 64	£8.95
Flip & Flop	Statesoft	CBM 64	£8.95
Frak!	Aardvark	BBC	£8.95
Decathlon	Activision	CBM 64	£9.99
Beachead	Access	CBM 64	£9.95
Matchpoint	Psion	Spectrum	£7.95
Evil Dead	Palace S/W	CBM 64	£6.99
Potty Pigeon	Gremlin Graphics	CBM 64	£7.95
Tales of the Arabian Knights	Interceptor	CBM 64	£7.00
Mr Wiz	Superior	BBC	£7.95
Zalaga	Aardvark	BBC	£8.95
Football Manager	Addictive	CBM 64	£7.95
Lords of Midnight	Beyond	Spectrum	£9.95
Tornado Low Level	Vortex	Spectrum	£5.95
Star Trader	Bug-Byte	Spectrum	£6.95
Hero	Activision	CBM 64	£9.99
Monty Mole	Gremlin Graphics	Spectrum	£6.95
Deathstar Interceptor	System 3	CBM 64	£9.95
Stop the Express	Psion	Spectrum	£5.95
Worse things happen at Sea	Silversoft	Spectrum	£5.95
Monty Mole	Gremlin Graphics	CBM 64	£7.95
Giants Revenge	Thor	Spectrum	£6.95
World Cup	Artic	Spectrum	£6.95
Pitfall	Activision	CBM 64	£9.99
Star Striker	Superior	BBC	£7.95
Beamrider	Activision	CBM 64	£7.95
Psytron	Beyond	Spectrum	£7.95
Rapscallion	Bug-Byte	Spectrum	£6.95
Strip Poker	Artworx	CBM 64	£9.99
Gisburnes Castle	Martech	BBC	£7.95
Atic Atac	Ultimate	Spectrum	£5.50
Mission 1	R & B Software	Spectrum	£7.95
Factory Breakout	Poppysoft	Spectrum	£7.95
Automania	Mikrogen	Spectrum	£7.95
Trashman	Quicksilva	CBM 64	£7.95
Chequered Flag	Psion	Spectrum	£6.95
Mission 1	R & B Software	CBM 64	£8.95
Encounter	Novagen	CBM 64	£9.95
Valhalla 64	Legend	CBM 64	£14.95
Android 11	Ocean	CBM 64	£6.90
Titanic	R & R Software	Spectrum	£6.95
Jack & the Beanstalk	Thor	Spectrum	£5.95
The Count	Adventure International	BBC	£7.95
The Hulk	Adventure International	CBM 64	£9.95
Dare Devil Dennis	Visions	CBM 64	£7.95

Amstrad Software all at £8.95

EDUCATIONAL SOFTWARE
Wordhang
Happy Numbers
World Wise
Animal, Vegetable, Mineral
Happy Letters
Happy Writing
Time Man 1
Time Man 2
Map Rally

ARCADE GAMES
Home Runner
Harrier Attack
Sultans Maze
Spanner Man
Oh Mummy
Roland in Care
Roland on the Ropes
Electron 22622
Gems of Stradus
Chess
Laser Wrap
Haunted Hedges
Codename Matt
Xanagrams
Hunter Killer
3-D Invaders
Alien break-in
Atom smasher
Electro Freddy
Fire Blaster
Admiral Graf Spee
Star Commands
Crazy Golf
Punchy

BBC Model B Package Offer



HURRY! Offer extended WHILE STOCKS LAST

Including FREE!

• Cassette recorder • 5 pieces of software

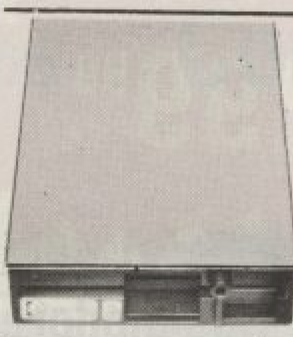
when you purchase a BBC 'B' from Spectrum.

The BBC MODEL B, probably the most flexible personal microcomputer available today. Using powerful BBC BASIC, the BBC B is widely accepted as providing the educational standard for computer learning.

The model B features a variety of interface ports allowing easy connection not just of ordinary peripherals but also second processors or devices to give access to teletext or prestel services.

£399

Cumana Disc Drives



CSX 100 — £129.95

CS100 — £159.99

Acorn Electron

The Electron gives high quality graphics output to either colour TV or monitor. Sound can be generated through the internal loudspeaker. The Electron comes complete with a free introductory cassette, containing 19 free programmes & two manuals - the User Guide and Start programming with the Electron."



SPECTRUM PRICE **£199.95**

Shado Data Recorder



Compatible with Acorn/BBC & Electron Micros

SPECTRUM PRICE **£32.95**

Not all stores carry every advertised item, please phone before making a journey - prices correct at time of going to press E&OE

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Up to £1000 Instant Credit

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The New Sinclair QL

ARRIVING SOON!



32-bit power . . . 128K RAM . . . business software . . . it's the amazing QL!

The QL is a ready-to-go small business /office system, with a 32-bit 68008 microprocessor for rapid data processing and a huge 128K of RAM memory - twice as much as any other micro at the price, and expandable to 640K. Then there's the 2 built-in Microdrives, a full keyboard and 3 'bundled' business programs - Archive (database), Abacus (spreadsheet) and 'Easel' (business graphics). With the 'Quill' program, it becomes a wordprocessor. Its Basic is superior to Spectrum Basic; graphics resolution is high at 512 x 256 with a multiple-screen window facility, and there's multi-tasking capability. In short, a superb machine - at an incredible price!

SPECTRUM PRICE

£399

Sensational Sinclair Offer

ZX Spectrum 48K



Including

FREE!

Software 6 pack

Containing: • Computer Scrabble • Computer Chess • Survival game • Chequered Flag game • Horace goes Skiing game • Make-a-Chip

Worth £56.70

SPECTRUM PRICE

£129.95

ARRIVING SOON!

Sinclair Flat-Screen TV

NEW!



SPECTRUM PRICE

£99.95

Here it is - the incredible new TV that's a revolution in technology . . . available from Spectrum NOW! The amazing Flat-Screen TV has a picture that's 3 times brighter AND half the bulk of an ordinary screen of the same size - yet it uses between 1/4 and 1/10 the power! The new front-coated phosphor screen gives a pin-sharp image despite its pocketable size. The set uses just one tiny Lithium battery for long life and comes with a pouch case and earphone.

Prism VTX5000 Modem



£79.95

- Versatile modem for ZX Spectrum (16K or 48K) versions
- Slim design fits easily, matches your micro
- Instant access to Prestel™ & Micronet 800 information services
- Instant communication with other ZX Spectrum users.

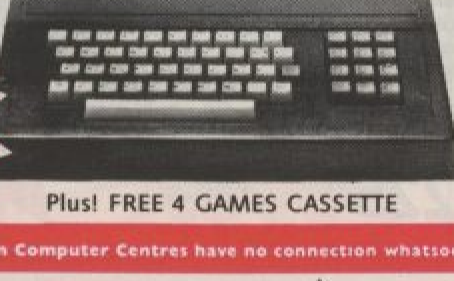
DK'Tronics Keyboard

D'Ktronics Lightpen £19.95
D'Ktronics Dualport Joystick Interface. £13.00

D'Ktronics Programmable Joystick Interface. £22.95

SPECTRUM PRICE

£45



Plus! FREE 4 GAMES CASSETTE

Alphacom 32 Printer

SPECTRUM PRICE

£79.95



ALPHACOM 42 For Dragon, BBC, Commodore, Atari (Interfaces extra)
SPECTRUM PRICE £79.95

Paper Rolls for Alphacom Printers
Box of 5 Rolls. £6.00

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More from Spectrum...

Atari

A great line up from one of the first names in home computing...
...Now at Super New Low prices from Spectrum

Atari 800XL



• Powerful 64K RAM • Full-stroke keyboard • Full sound with 3½ octave range • 11 Graphic Display modes • Full colour (256 Colours - 128 colours can be diplayed at one time) Ask to see this super new micro at your local SPECTRUM dealer NOW!

SPECTRUM PRICE £199.99

Atari 600XL



The 600XL features a 16K RAM, expandable to 64K with the memory expansion module. There's a 24K ROM operating system including ATARI BASIC. Plus 16 colours, 11 graphic modes and 4 independent 3½-octave sound synthesisers. It really is a top-value micro – come in and see for yourself!

SPECTRUM PRICE £99.99

Atari 1020 Printer/Plotter

Using 4 colour graphics and text, the 1020 colour printer/plotter is perfect for creating charts, graphs & even artistic designs. Very quiet operation.

SPECTRUM PRICE £99.99



Atari 850 Interface



Essential for more advanced work with their Atari computers. It provides 1 parallel output for a huge range of printers, and no less than 4 serial outputs which can be individually programmed for different purposes. It comes with a comprehensive manual, power pack & interconnecting cable to the computer.

SPECTRUM PRICE £99.99

Atari 1010
Program Recorder



Add storage and retrieval capability to your Computer system without spending a lot of money. Uses cassettes to store text, programs & other information.

SPECTRUM PRICE £34.99

Atari 1050
Disk Drive

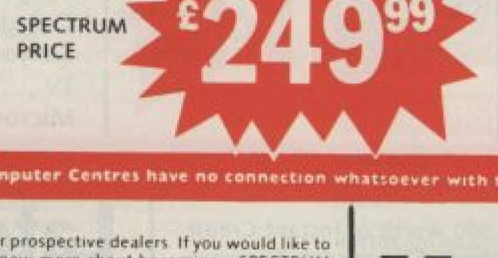


Add the Atari 1050 Disk Drive for fast, convenient data access by storing on compact, easy-to-handle 5¼" disks. Storage capacity with DOS 11 up to 127K bytes, (around 100 pages) of information per disk.

SPECTRUM PRICE £199.99

Atari 1027
Letter Quality Printer

This superb Letter Quality Printer prints fully-formed letters just like a quality electric typewriter, making it the ideal word-processing companion for business correspondence. The Atari 1027 accepts single sheets of paper so you can even use your own letterhead paper.



SPECTRUM PRICE £249.99

Atari Software

Entertainment
Asteroids £9.99
Basketball £9.99
Caverns of Mars ... £9.99
Centipede £9.99
Chess £9.99
Galaxian £9.99
Jungle Hunt £9.99
Pac Man £9.99
Lone Raider £9.99
Missile Command £9.99
Pengo £9.99
Qix £9.99
Space Invaders ... £9.99
Star Raiders £9.99
Super Breakout ... £9.99
Tennis £9.99
Defender £14.99
Dig Dug £14.99
Donkey Kong £14.99
Donkey Kong JR . £14.99
Joust £14.99
Ms pac Man £14.99
Pole Position £14.99
Robotron £14.99
Logo & Manuals . £59.99
Video Easel £22.99
Music Composer £22.99
Assembler Editor £22.99
Invitation to Prog 1 (Cassette) £19.99
Invitation to Prog 2 (Cassette) £22.99
Invitation to Prog 3 (Cassette) £24.99
Juggles Rainbow (Disk or Cassette) £19.99
Juggles House (Disk or Cassette) £19.99
Touch Typing £12.99
Conversational French (Cassette) £22.99
Conversational German (Cassette) £22.99
Conversational Spanish (Cassette) £22.99
Conversational Italian (Cassette) £22.99
Macro Assembler (Disk) £19.99
Micro Soft Basic & Manuals (Disk) . £49.99
Mickey & the Great Outdoors (Disk) £24.99
My First Alphabet (Disk) £19.99
Paint (Disk) £29.99
Microsoft Basic II & Manuals £49.99
Home Business
Atari Writer £39.99
Visicalc (Disk) ... £49.99
Timewise (Disk) . £19.99
And many more.

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Oric Atmos



The Oric Atmos boasts a powerful ROM for those demanding tasks that normally cut into a micro's memory – like colour capability (8 graphics, 8 background), powerful sound synthesis and high-resolution graphics. This keeps most of the ATMOS's valuable 48K RAM free for other tasks.

There's a typewriter-style keyboard, it's directly compatible with most domestic cassette players, a built in RS232, and there's a wide choice of software.

● Full-featured keyboard with sculptured keys ● Seperate keys for cursor control ● Built-in speaker ● Special sound effects for game programmers ● Lots of exciting programs available ● Built-in centronics printer interface

SPECTRUM PRICE

Check with your local dealer for our super low price!

Warehouse Clearance!

Sensational value for money



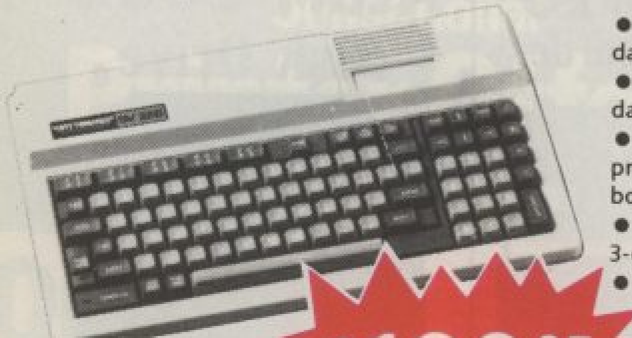
ORIC-1 16K

Sensational Spectrum Price

SAVE £44 Previous Price £99.95

£55.95

Spectravideo 328



- 80K RAM - expandable to 144K
- 32K ROM - expandable to 96K
- Full 87-key word-processor type keyboard
- 16 colour graphics 3-channel sound
- CP/M compatible

SPECTRUM PRICE £199.95

Disc Drives

Commodore 1542	£229.00
Cumana CSX 100	£129.95
Cumana CS100	£159.95
Cumana CD800S	£419.95
Opus 5401	£149.95
Opus 5802	£199.95
Opus 3402 3"	£229.95

Memotech MTX512



16 User definable Function Keys ● 12 Key Numeric Pad ● Z80A at 4MHz ● 24K ROM containing MTX BASIC ● MTX NODDY FRONT PANEL DISPAY ● ASSEMBLER/DISASSEMBLER Video Display Processor with 16K video-RAM ● 64K User RAM Twin RS232 Communications Board ROM Expansions: Node Systems ● MTX PASCAL ● MTX FORTH Eight User Definable Virtual Screens ● Up to 32 SPRITES

SPECTRUM PRICE £275

Quickshot MkII Joystick



SPECTRUM PRICE £11.95

Monitors



Commodore 1701	£230.00
Sanyo 12" Green	£90.85
Fidelity CM14	£199.95
Sanyo CDD 3125NB Colour	£228.85
Sanyo 14" Colour TV	£199.95
Microvitec Cub	£228.85

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There's a Spectrum near you...

AVON

BATH Software Plus, 12 York St Tel (0225) 61676
WESTON-S-MARE K & K Computers, 32 Alfred St Tel (0934)419324

BEDFORDSHIRE

DUNSTABLE Dormans 7-11 Broad Walk Tel (0582) 65515
LEIGHTON BUZZARD The Computer Ctr at Milton Keynes Music, 17 Bridge St. Tel (0525)376622
LUTON Terry-More, 49 George St. Tel (0582) 23391/2

BERKSHIRE

BRACKNELL Computer Centre, 44 The Broadway. Tel (0344) 427317
SLOUGH MU Games and Computers 245 High St. Tel (0753) 21594

BUCKINGHAMSHIRE

BLETCHLEY Rams Computer Centre, 117 Queensway. Tel (0908) 647744
CHESHAM Reed Photography & Computers, 113 High St. Tel (0494) 783373

CAMBRIDGESHIRE

CAMBRIDGE K P Computers Ltd. 19/20 Market St. Tel (0223) 312240 (Open 6 Days)
HUNTINGDON T.S.C. Electronics, 3 All Saints Passage, High St. Tel (0480) 411579
PETERBOROUGH Ptrbrgh Communications, 91 Midland Rd. (0733) 41007

CHANNEL ISLANDS

GUERNSEY Gruts, 3-5 The Pollett, St Peter Port. Tel (0481) 24682
JERSEY Audio & Computer Centre, 7 Peter St, St Helier. Tel (0534) 74000

CHESHIRE

ALTRINCHAM Mr Micro 28 High St. Tel (061) 941 6213
CREWE Microman Unit 2, 128 Nantwich Rd. Tel (0270) 216014
ELLESMERE PORT RFR Computers, 1 Pooltown Rd. Whitby. Tel 051 356 4150
MACCLESFIELD Camera & Computer Centre 118 Mill St. Tel (0625) 27468
STOCKPORT Wilding Ltd. 1 Little Underbank Tel (061) 480 3435
WARRINGTON Wildings, 111 Bridge St. Tel (0925) 38290
WIDNES Computer City, 78 Victoria Road. Tel (051) 420 3333
WILMSLOW Swift of Wilmslow, 4-6 St Annes Parade. Tel (0625) 526213

CLEVELAND

MIDDLESBOROUGH McKenna & Brown, 206 Linthorpe Rd. Tel (0642) 222368

CORNWALL

ST AUSTELL A B & C Computers, Duchy House, 6 Lower Aylmer Sq. Tel (0726) 67337
TRURO Truro Micro Ltd, Unit 1, Bridge Ho., New Bridge St. Tel (0872) 40043

CUMBRIA

BARROW-IN-FURNESS Barrow Computer Centre, 2/4 The Mall. Tel (0229) 38353
CARLISLE The Computer Shop, 56-58 Lowther St. Tel (0228) 27710
PENRITH Penrith Communications, 14 Castlegate. Tel (0768) 67146 Open Mon-Fri till 8pm
WHITEHAVEN P D Hendren 15 King St. Tel (0946) 2063

DERBYSHIRE

ALFRETON Gordon Harwood 69-71 High St. Tel (0773) 832078
CHESTERFIELD The Computer Centre, 14 Stephenson Place Tel (0246) 208802

DEVON

EXETER Seven Counties (Computers) Ltd., 7 Paris Street. Tel (0392) 211211
EXMOUTH Open Channel, 30 The Strand. Tel (0395) 264408
PLYMOUTH Syntax Ltd., 76 Cornwall St. Tel (0752) 28705
TIVERTON Actron Micro Computers, 37 Bampton St. Tel (0884) 252854
TORQUAY Devon Computers, 8 Torhill Rd., Castle Circus. Tel (0803) 526303

DORSET

BOURNEMOUTH Lansdowne Computer Ctr 1 Lansdowne Crescent. Tel (0202) 20165

DURHAM

DARLINGTON McKenna & Brown, 102 Bondgate. Tel (0325) 459744

ESSEX

BASILDON Godfrey's 28-32 East Walk. Tel (0268) 289379
BASILDON Godfrey's Computer Centre, 5 Laindon Main Centre Laindon. Tel (0268) 416747
CHELMSFORD Maxton Hayman Ltd., 5 Broomfield Rd. Tel (0245) 354595
COLCHESTER Brainwave 51 Head St. Tel (0206) 561513
GRAYS H Reynolds. 79 Orsett Rd. Tel (0375) 5948
ILFORD Woolfmans, 76 Ilford Lane. Tel (01) 478 1307
SOUTHEND Computer Centre 332 London Rd. Tel (0702) 337161

HAMPSHIRE

BASINGSTOKE Fisher's, 2-3 Market Place. Tel (0256) 22079
PORTSMOUTH (Waterlooville) G B Microland, London Rd., (Opp. Co-op) Tel (07014) 59911
SOUTHAMPTON RJ Parker & Son Ltd., 11 West End Rd., Bitterne. Tel (0703) 445926
SOUTHAMPTON L.T.C. Ltd., 112 East St. Tel (0703) 333958/24703
WINCHESTER Winchester Camera & Computer Centre. 75 Parchment St. Tel (0962) 53982

HEREFORD

HEREFORD Melgray Hi-Tech Ltd., 49 Broad St. Tel (0432) 275737

HERTFORDSHIRE

HITCHIN GK Photographic & Computers, 68A Hermitage Rd., Tel (0462) 59285
POTTERS BAR The Computer Shop, 197 High St. Tel (0707) 44417
ST ALBANS (Herts) Clarks Computer Centre 14-16 Hollywell Hill. Tel (0727) 52991
STEVENAGE D J Computers, 11 Town Square. Tel (0438) 65501
WATFORD SRS Microsystems Ltd., 94 The Parade, High St. Tel (0923) 26602
WELWYN GARDEN CITY D J Computers, 40 Fretherne Rd., Tel (07073) 28435/28444

HUMBERSIDE

BEVERLEY Computing World, 10 Swaby's Yard Dyer Lane. Tel (0482 881831
GRIMSBY RC Johnson Ltd., 22 Friargate, Riverhead Centre. Tel (0472) 42031
HULL The Computer Centre, 26 Anlaby Rd. Tel (0482) 26297

ISLE OF MAN

DOUGLAS T H Colebourn Ltd., 57-61 Victoria St. Tel (0624) 3482

ISLE OF WIGHT

COWES Beken & Son 15 Bath Rd. Tel (0983) 297181

KENT

BECKENHAM Supa Computers Ltd., 425 Croydon Rd., Tel (01) 650 3569
BROADSTAIRS Video Vision 19/20 Willow Court, St. Peters Park Road Tel (0843) 63284 (No Early Closing Day)
BROMLEY Computers Today 31 Market Square Tel (01) 290 5652
CANTERBURY Ctbury Computer Centre 55/57 Palace St. Tel (0227) 62101
DOVER Kent Photos & Computers, 4 King St. Tel (0304) 202020
GRAVESEND Marshalls Computers & Cameras, 3 Windmill St. Tel (0474) 65930
RAINHAM Microway Computers Ltd., 39 High St. Medway Towns Tel (0634) 376702
SEVENOAKS Ernest Fielder Computers, Dorset St. Tel (0732) 456800
SITTINGBOURNE Computers Plus, 65 High St. Tel (0795) 25677
TUNBRIDGE WELLS Modata Computers Ltd. 28-30 St Johns Rd. Tel (0892) 41555

LANCASHIRE

ACCRINGTON PV Computers, 104 Abbey St. Tel (0254) 36521/32611
BLACKBURN Tempo Computers, 9 Railway Rd. Tel (0254) 691333
BURNLEY IMO Computer Centre, 39/43 Standish St BB11 1AP Tel (0282) 54299
PRESTON Wilding's, 49 Fishergate Tel (0772) 556250

LEICESTERSHIRE

MARKET HARBOROUGH Harborough Home Computers, 7 Church St. Tel (0858) 63056

LONDON

E6 Percivals, 85 High St. North, East Ham. Tel (01) 472 8941
E17 Erol Computers Ltd., 125 High Street Walthamstow Tel (01) 520 7763
EC1 Pedro Computer Services Ltd., 47 Clerkenwell Road Tel (01) 251 8635
EC2 Devron Computer Centre, 155 Moorgate Tel (01) 638 3339/1830
N14 Logic Sales, 19 Broadway, The Bourne, Southgate. Tel (01) 882 4942
N20 Castlehurst Ltd. 1291 High Rd. Tel (01) 446 2280
NW4 Da Vinci Computer Store, 112 Brent St., Hendon Tel (01) 202 2272
SE1 Vic Odden's 6 London Bridge Walk. Tel (01) 403 1988
SE9 Square-Deal, 373-375 Footscray Rd., New Eltham. Tel (01) 859 1516
SE15 Castlehurst Ltd., 152 Rye Lane, Peckham. Tel (01) 639 2205
SW16 Buffer Micro Shop, 310 Streatham High Rd. Tel (01) 769 2887
W1 Computers of Wigmore St., 87 Wigmore St. Tel (01) 486 0373
W1 Sonic Foto & Micro Centre, 256 Tottenham Court Rd. Tel (01) 580 5826
W1 Ramsons 4 Edgware Rd., Tel (01) 724 2373

GREATER MANCHESTER

BOLTON Wilding Ltd., 23 Deansgate. Tel (0204) 33512
MANCHESTER Lomax Ltd., 8 Exchange St. St. Ann's Square. Tel (061) 832 6167
OLDHAM Home & Business Computers Ltd., 54 Yorkshire St. Tel (061) 6331608
ROCHDALE Home & Business Computers, 75 Yorkshire St. Tel (0706) 344654
SWINTON Mr Micro Ltd., 69 Partington Lane. Tel (061) 728 2282 Late Night Friday
WIGAN Wilding Ltd. 11 Mesnes St. Tel (0942) 44382

MERSEYSIDE

BIRKENHEAD Fairs Cameras & Hi-Fi, Dacre Hill, Rock Ferry. Tel (051) 645 5000
HESWALL Thornguard Computer Systems. 46 Pensby Rd. Tel (051) 342 7516
HUYTON Ian Houghton 5 Huyton Hey Rd. Tel (051) 489 5785
LIVERPOOL Beaver Radio, 20-22 Whitechapel. Tel (051) 709 9898
LIVERPOOL (Aintree) Hargreaves, 31-37 Warbreck Moor. Tel (051) 525 1782

MIDDLESEX

HARROW Camera Arts, (Micro Computer Division) 42 St Ann's Rd. Tel (01) 427 5469
TEDDINGTON Andrews, Broad St. Tel (01) 977 4716
UXBRIDGE J K L Computers, 7 Windsor St. Tel (0895) 51815

NORFOLK

FAKENHAM Fastview, 12 Norwich Rd. Tel (0328) 51319
NORWICH Norwich Camera Centre 2J White Lion Str. Tel (0603) 612537
NORWICH Brainwave 11A Castle Meadow Tel (0603) 663796
THETFORD C B & Micros, 21 Guidhall St. Tel (0842) 61645

NORTHAMPTONSHIRE

NORTHAMPTON Dormans, 22 Princes Walk Grosvenor Centre. Tel (0604) 37031

NOTTINGHAMSHIRE

NOTTINGHAM Jacobs Computers, 13 Middlegate Newark. Tel (0636) 72594
WORKSOP Computagrafix, 132 Bridge St. Tel (0909) 472248

NORTHERN IRELAND

BELFAST Arthur Hobson Ltd., 37 Great Victoria St. Tel (0232) 246336
PORTSDOWN Pedlows, 16 Market St., Craigavon County Armagh. Tel (0762) 332265
LONDONDERRY Foyle Computer Systems, 3 Bishop St. Tel (0504) 268337
NEWRY Newry Computer Centre 34 Monaghan St. Tel (0693) 66545

NORTHUMBERLAND

MORPETH Telerents 31 Newgate St. Tel (0665) 513 537

OXFORDSHIRE

ABINGDON Ivor Fields Computers, 21 Stert St. Tel (0235) 21207
BANBURY Computer Plus, 2 Church Lane. Tel (0295) 55890
OXFORD Ivor Fields, 7 St Ebbes St. Tel (0865) 247082

SCOTLAND

ABERDEEN North East Computers, 1-3 Ellis St., Peterhead. Tel (0779) 79900
AYR Vennals, 6A New Bridge St. Tel (0292) 264124
DUMFRIES Vennals, 71 English St. Tel (0387) 54547
EDINBURGH The Silicon Centre, 6-7 Antigua St. Tel (031) 557 4546
GLASGOW Victor Morris Ltd., 340 Argyle St. Tel (041) 221 8958
HAMILTON Tom Dickson Computers, 8-12 Cadzow St. Tel (0698) 283193

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Son Of ERIC!

So what do you do after starring in the best comedy series of the past 10 years? Write a book, of course! Then along comes some computer whizz who wants to make a game based on your words! And then the best computer games magazine around organises a competition so its readers can win copies of the game. Fame and fortune all over again! C&VG's Ace Adventurer Keith Campbell has been finding out about how Monty Python star Terry Jones and his creation, Erik the Viking, became the latest stars in the ever growing universe of Adventureland.

I ventured warily into the dark cave above the rocky face of the fjord and there before me was the enticing Enchantress. "Come in," she beckoned, "and close the door . . ." I entered, my heartbeat quickening. "Take the chalice," she whispered. I took it, entranced by her charms. "Now drink," she breathed.

The Saga of Erik the Viking from Mosaci Publishing is a remarkable Adventure game. It carries all the hallmarks of a Level 9 Adventure — problem, text display and size of map — with graphics of a standard I have not yet seen before in an Adventue. The former is not surprising, since Level 9 were commissioned to write the game by Mosaic; what is remarkable is the sight of their first venture into graphics AND the fact that they have done all this on a BBC micro.

The Saga of Erik the Viking is a modern book of old-fashioned fairy stories written by Terry Jones (yes, the Python who always wears a tie whilst playing the piano!) and lavishly illustrated by Michael Foreman. It relates the exploits of Erik and his band who sailed the Golden Dragon in search of the land where the sun goes at night.

Danger, excitement, magic and mystery are the ingredients of the book, and no less, of the Adventure game. The action takes place some years after Erik's first saga, but all his old mates are there, Ragnar Forkbeard, Thornhild et al, and many of the places Erik visits with this motley crew contain scenarios familiar to the reader of the book.

You, of course, play the part of Erik and your first problem is to get the necessary supplies and equipment to sail the Golden Dragon in search of your kidnapped family. If you can summon your crew, that is!

The seas are laid out logically, but navigation can be aided by the use of one or two magical devices, should the Dragon not be up to the course you set. So I set sail and started to explore the many fjords and beaches where the Dragon could land. Sail to Jorvik and you might get a pet cat — if you have the price. Sail elsewhere and you will be set a monumental task of the legendary type — to return with, among other things, the root of a mountain and the beard of a woman.

Erik's adventures at each port of call interconnect, for obstacles at some places must be overcome in order to achieve the full potential at others necessary to complete the game. Thus, the game is similar to the book, in which each chapter is complete in itself, but links with successive ones to form the complete saga.

The text is plentiful, though obviously less varied than can be achieved with a non-graphical Adventure. I say varied, for it is fairly verbose, but just a little repetitive. The graphics are something else!



"There was a roar and Erik and his men turned to see a terrible creature glaring down at them."



The book contains many fantastic full-colour illustrations and the Adventure's computerised equivalent does them more than justice. Each picture is authentic inasmuch as it is based on extensive research, as indeed, is the setting for the whole game. You can, for example, visit a Viking loo, a sauna complete with stone stove, or take a trip to find a stave church or an Orkney croft. In this respect, it must be mentioned that there are many empty locations, but they are interesting to pass through in their own right, as the graphics make for a scenic journey. They are fast to display, with no garish colours (à la TKV) and are a credit to the design and programming capability of Level 9.

Another authentic touch is the score feature. To complete the game,

1,000 points are needed, but these are arranged in five bands and if, like me, you are not too clever, you might be rated as a Thrall, or worse still, a Skraeling!

Unfortunately, since the book is not available in paperback, it will not be supplied with the game, although certain passages from it will be provided to give the player sufficient background information to enable him to play and enjoy the Adventure. It is doubtful to my mind whether a paperback version of the book would do it justice anyway, since it is about A4 in size and one of those books, printed as it is on high quality paper, that is a delight to handle.

I played a pre-production version of *Erik* on a BBC Micro (the machine on which it was developed) at the



stage of beta testing. This is where a program is handed, previously unseen, to people unconnected with its development to see if they come across any nasties. I found one or two minor irritations, which I duly reported back to Level 9, and so I am proud to be able to say I actually helped in a very small way to improve the final version.

On the BBC, there won't be quite so many pictures as on other micros — nevertheless, there are an incredible number. I saw the lot since they were, at that stage, on a separate program from the text game and still to be integrated.

The Saga of Erik the Viking is from Mosaic Publishing for the BBC B, Commodore 64 and Spectrum 48k and will be available from mid-October at £9.95.

PINING FOR THE FJORDS!

One very cold night, when the snows laid on the ground, Erik and his men were lying awake in their cabin. They listened to the howling of the wolves and thought of their families, wondering if they would ever live to see them again.

"My son is 15 years old now," said Erik proudly, "and protecting his mother back home." And so they all joined in a discussion of their children and what ages they were.

Gunnar Longshanks became quite excited when he discovered that the combined ages of his sons equalled the age of Erik's. But Erik said sadly: "Do you realise that those of us whose names begin with a vowel, all have less sons than any of you others?"

"Don't be upset, Erik," said Ragnar Forkbeard, "for you do not have the least number of sons of us all and yours is the oldest of all our sons."

Meanwhile, Thorkhild had noticed that he and Ragnar both had the same number of sons who, between them, were all born in successive years. The youngest of the group had been born five years ago that very night.

The wind outside the hut whistled and the wolves howled and Erik's men continued their conversation. It turned out that none of Erik's men had an oldest son and only Sven the Strong had a youngest. Sven's sons' ages spanned three years and his youngest son's age was a prime number. "And what is more," added Sven, "neither of yours, Ragnar, is the same age as any of mine."

Thangbrand One Hand also had something to say about Ragnar's sons. "There is the same age difference between Ragnar's sons as there is between mine," he remarked and added: "But the ages of my sons differ from the ages of all the other sons."

Gunnar, who had been quiet for some time, now spoke. "The ages of my sons, too, are unique, whereas those of Sven's sons are not," he mused.

"But the age of your younger son is the same as the total ages of Thangbrand's sons," remarked Olaf Hamundson, who had more children than any of the men and twice as many as Ulf Sigfusson, whose oldest child was just one year younger than Erik's.

Erik, as usual, had the last word. "Of all of us, only Sven and myself had a unique number of sons. What is more, add the ages of all our sons together and you will find that, between them, they have lived for 80 years."

How many sons did each man have and what were their ages?

Mosaic Publishing are offering a copy of *The Saga of Erik the Viking* Adventure to the first ten readers whose correct solutions are opened on 16th October. Erik is available for the 48k Spectrum, BBC Model B and Commodore 64 micros, so don't forget to mention on the coupon the computer for which you would like a copy if you are a lucky winner!

Entries MUST be on the coupon provided and should be addressed to: Erik the Viking Competition, *Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal *C&VG* competition rules apply.

CREW	NUMBER OF SONS	AGES OF SONS
ERIK THE VIKING		
RAGNAR FORKBEARD		
THORKHILD		
THANBRAND-ONE-HAND		
GUNNAR LONGSHANKS		
SVEN THE STRONG		
OLAF HAMUNDSON		
ULF SIGFUSSON		

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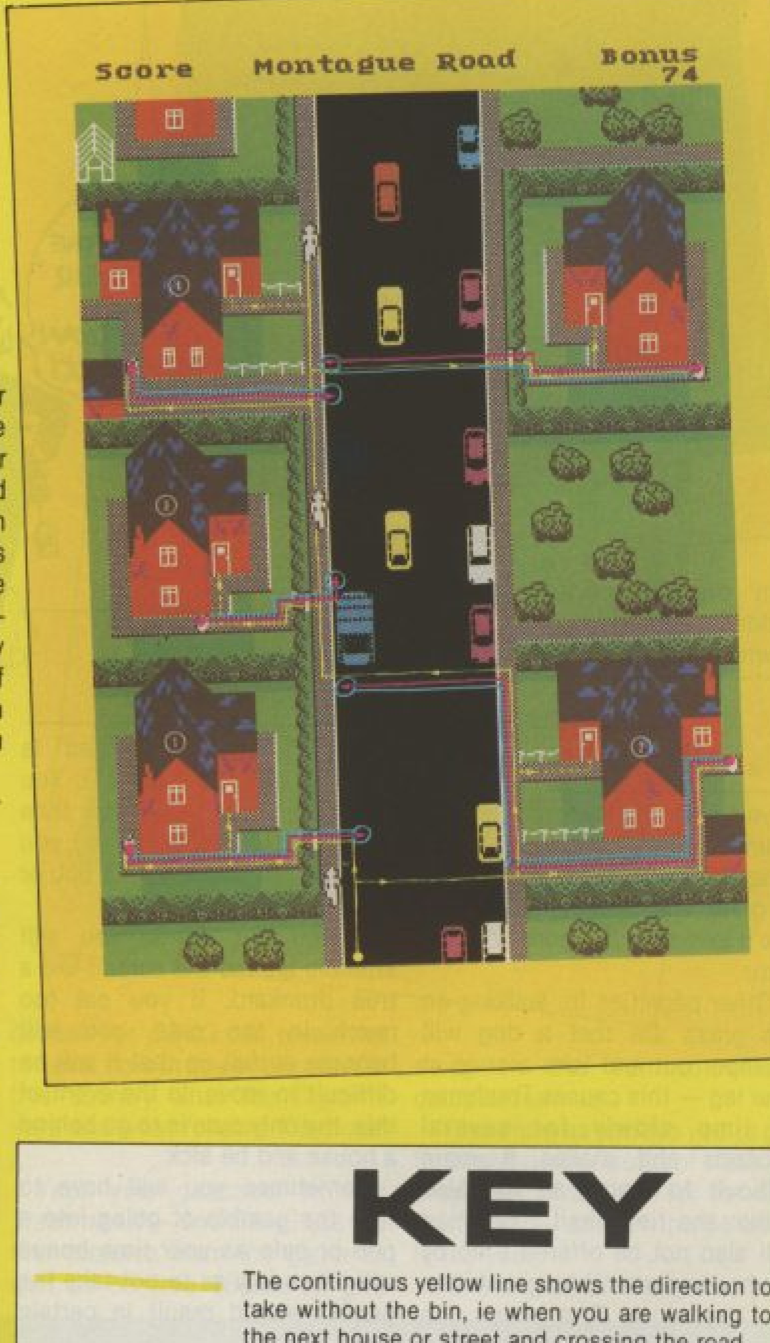
Address

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TRASHMAN



I have now heard two conflicting tales of where Malcolm Evans got the idea for his smash hit game — *Trashman.*

One story has it that someone said to him "trash, that's what the kids want these days". The other that the idea came to him whilst sitting on something that all of us have in our houses but which isn't a chair.

Where ever the idea came from, *Trashman* certainly is the most original and entertaining game idea of the year.

For those of you who have never played the game, it's basically a dustbin round simulation. You are the dustman collecting and emptying the bins. There are seven streets that unfold vertically as the screen scrolls smoothly upwards.

Trashman can earn bonus points by collecting extra rubbish from the house dwellers.

All the authentic hazards are here to prevent Trashman doing his job properly like dangerous drivers, vicious dogs, kamikazi cyclists, and the ever-inviting public house which can cause our hero to stumble awkwardly around the screen if he sups too much ale whilst inside.

There are seven streets to be cleared of rubbish — each more difficult than the last.

The game is now available for the Commodore 64 as well as the 48k Spectrum. Professor Video's strategy tips and map are relevant to both versions. The only difference is that the buildings in some of the advanced streets of the Commodore version require a slightly more roundabout route — plus, if you get killed in this version, an ambulance comes and carts you off to hospital.

Street sense

Street sense is the key to success in *Trashman* — following the correct paths and studying the rhythm of the traffic.

To help you improve your street sense, Professor Video has produced a map of all the streets in the game and superimposed a series of arrow routes on the road-plan to show you the best route to take to gain maximum points.

Understanding the Movements of the Cars

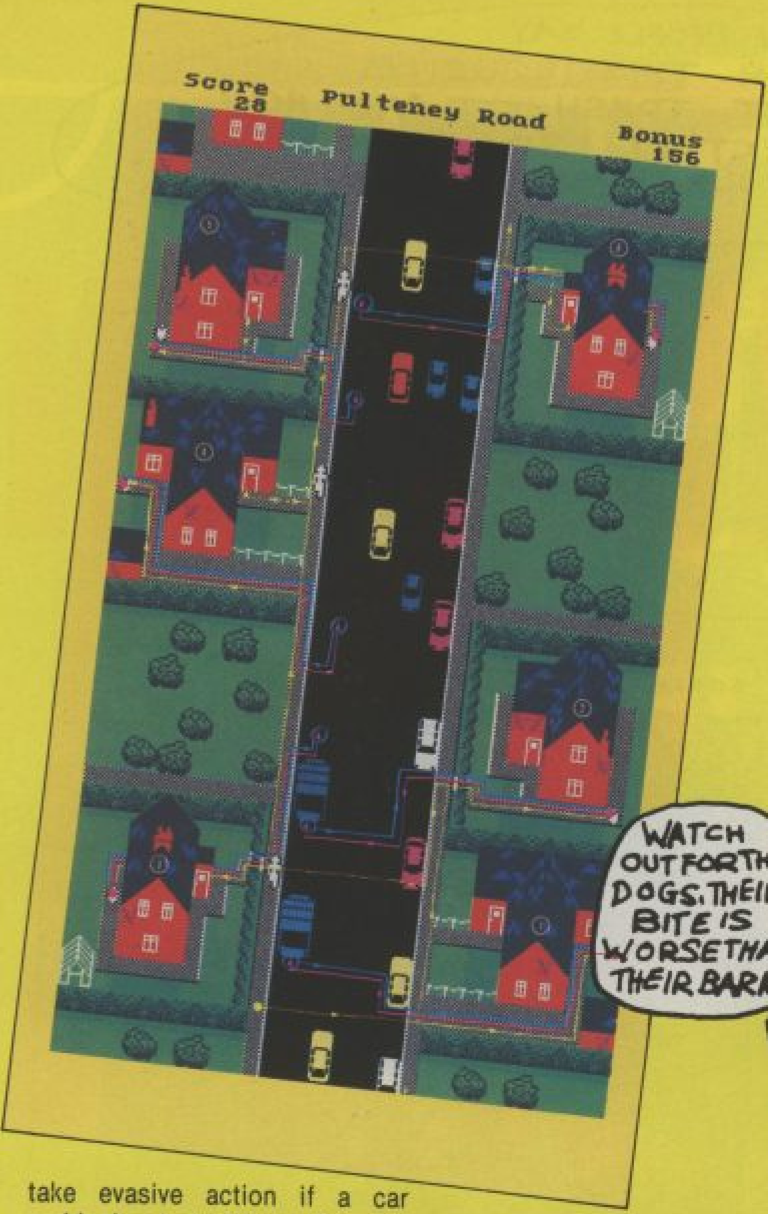
After the cars pass, there is a pause until the next ones appear. This time can be used to dash across the road.

Watch the movements of the cars and try to identify patterns. Mastering the traffic is essential in *Trashman* as, if you are hit by a car, it's curtains and you lose a life.

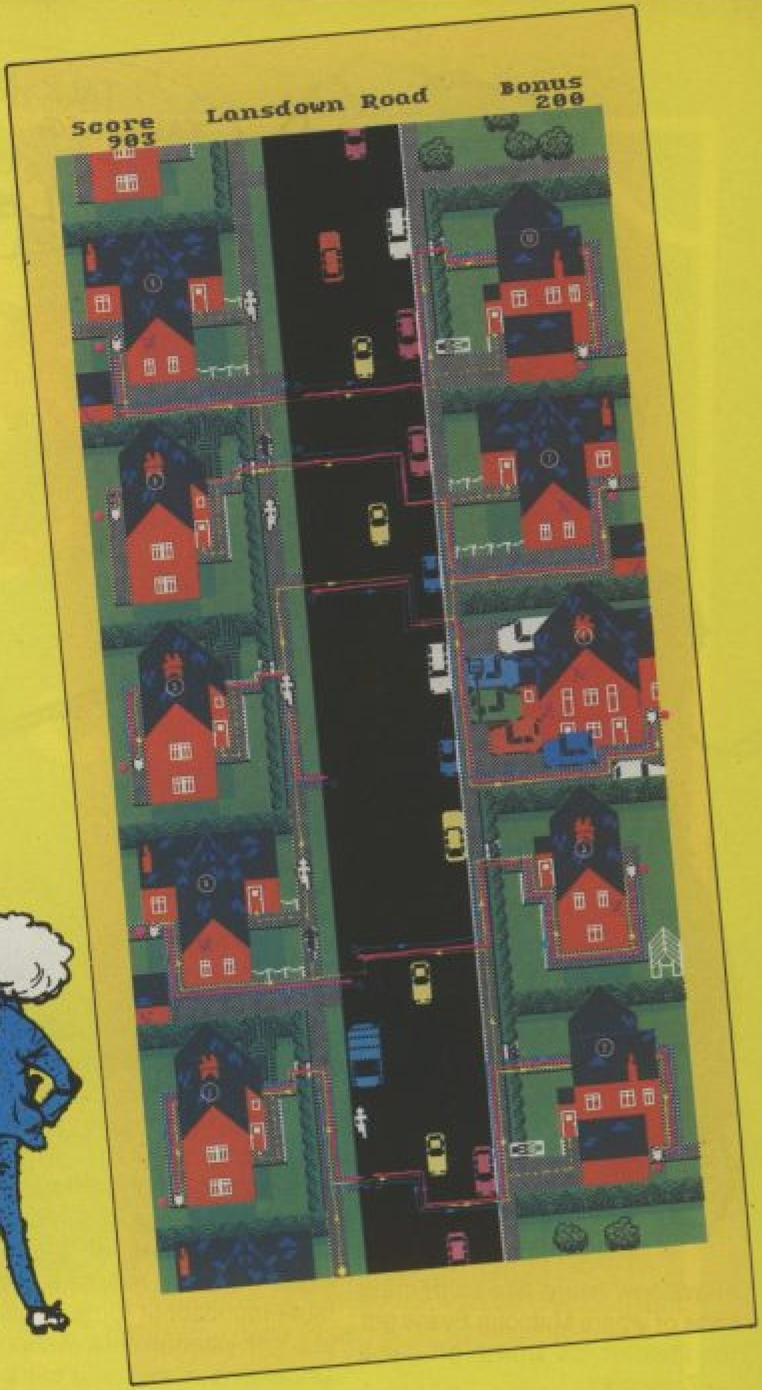
Try not to cross the road near to the edge of the screen because you will have no time to

KEY

- The continuous yellow line shows the direction to take without the bin, ie when you are walking to the next house or street and crossing the road.
- The dotted yellow line is the route to houses and other buildings to collect bonuses.
- The blue line is the route back to the building with the emptied bin.
- The red line is the route to take with full bins.
- The blue circle shows the position of the bin after it has been emptied.
- The red dot is the bin position before it has been picked up by Trashman.
- Starting position.







take evasive action if a car suddenly starts to scroll up or down screen.

Don't Walk On The Grass

If you walk on the grass in the house owners' gardens, your time clock will start ticking down at great speed and pretty soon you'll lose a life if it goes down to zero.

Other penalties for walking on the grass are that a dog will scamper out and take a snap at your leg — this causes Trashman to limp slowly for several seconds and makes it more difficult to empty all the bins within the time limit. Trashman will also not be offered a tip by the house owner if he gets bitten by the dog. The dogs on Lansdown Road and Milsom Street will attack even if you don't step on the grass.

After the third street, Grove Street, Trashman will also have to avoid the grass verges. This grass is no different to house-holders' lawns — if you step on it, you lose time at the same rate.

Sometimes you may have to stand on the grass verge for a split second to dodge the cyclist who is riding on the pavement. It is better to step on the verge in this instance than to sustain a gammy leg.

A Word on Pubs and Cafes

Entering pubs and cafes is basically a bit of a gamble. You may emerge with a nice time bonus but, on the other hand, you may emerge drunk from a pub or bloated from a cafe.

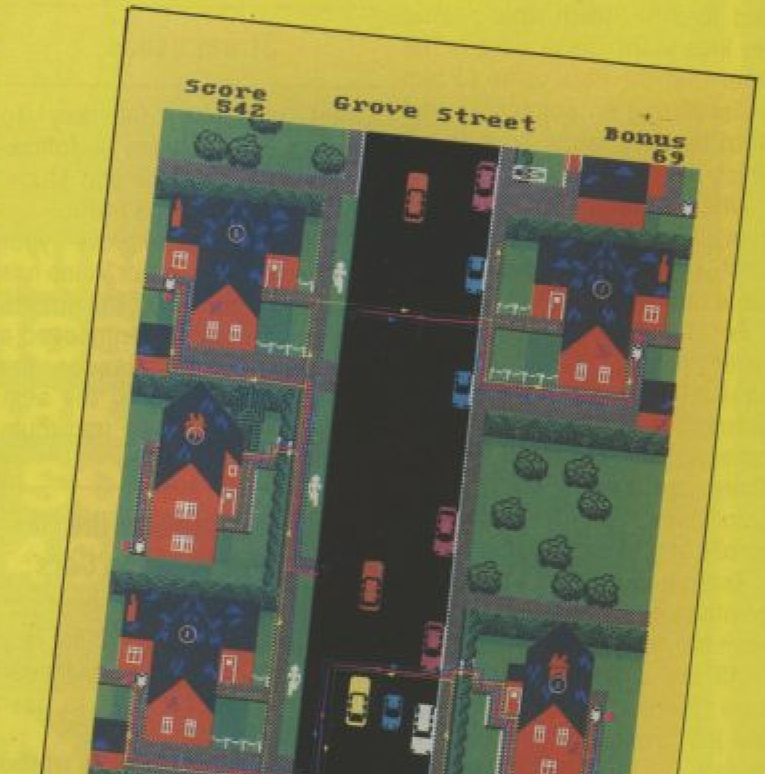
If you are drunk, you will stumble around the screen like a true drunkard. If you eat too much in the cafe, you will become so full up that it will be difficult to move. In the event of this, the only cure is to go behind a house and be sick.

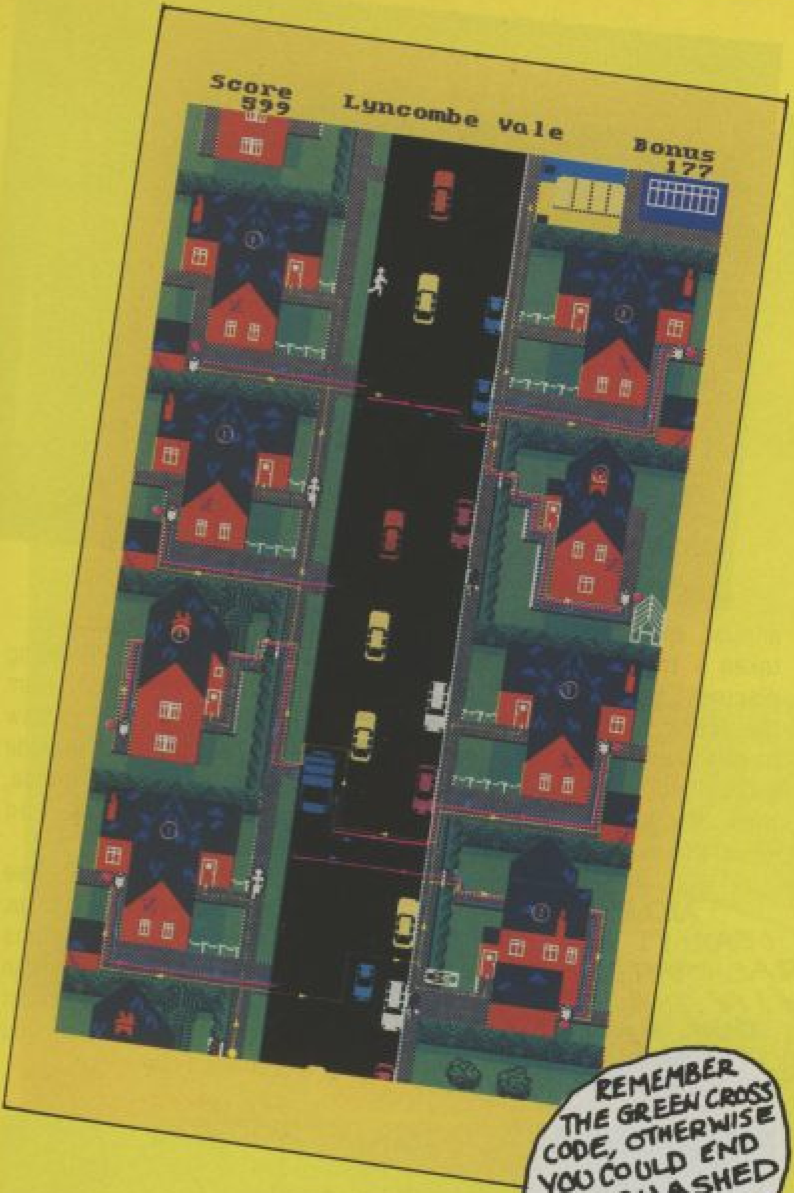
Sometimes you will have to take the gamble of going into a pub or cafe as your time bonus will be so low as to not take the gamble would result in certain death anyhow.

If you do manage to get to Lansdown Road and Milsom Street — where the first pubs appear — it is worth going in anyway just to see Trashman stumbling around the screen. Happy binning!

If you have successfully collected all the bins on Milsom Street — the seventh and toughest street in Trashman — you will have been award the Diploma of Trashmanship.

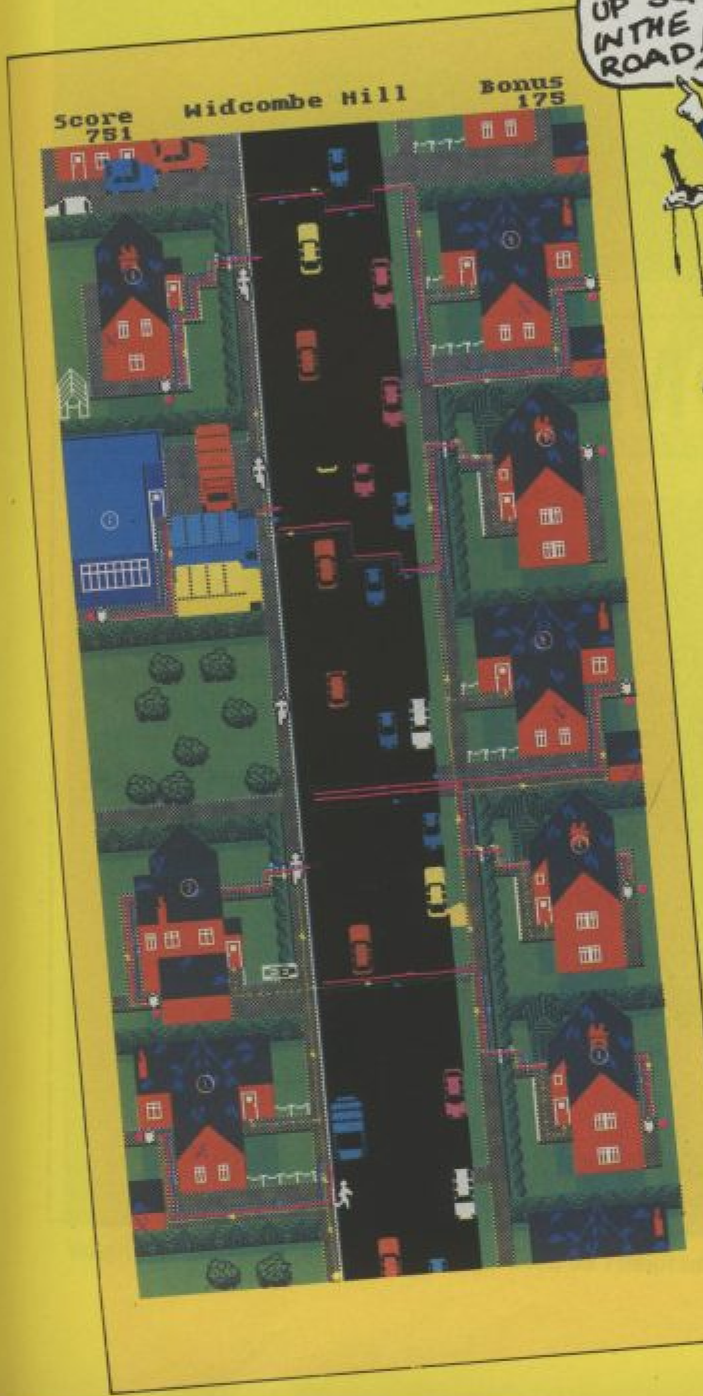
For bin boys who have not quite reached this level, don't











despair for *C&VG* can reveal for the first time in any publication in this country what the Diploma says and what follows *Trashman I.*

Yes, you guessed it. It's *Trashman II* — and *C&VG* has the first pictures from the game as well as 50 free copies to give away in our fun to enter competition.

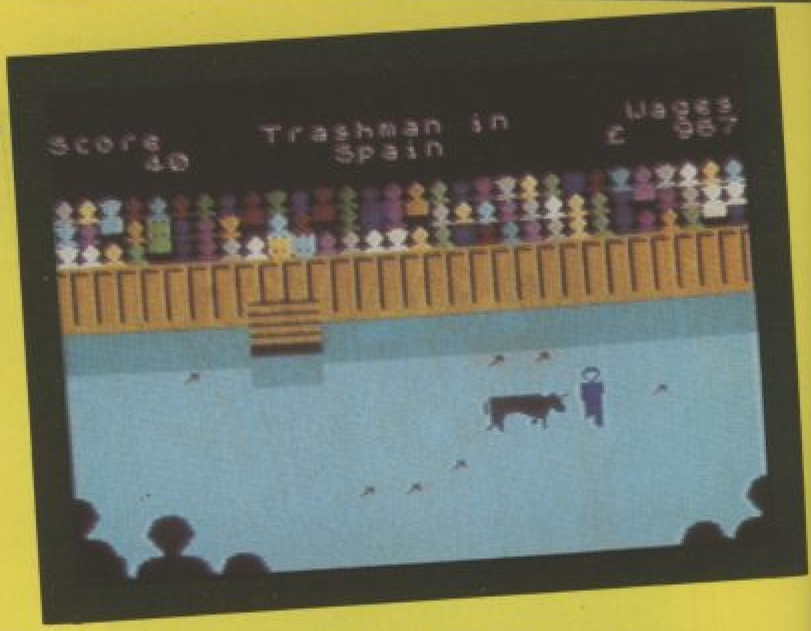
Your diploma entitles you to go forth and rid the world of trash in *Travel with Trashman* for the 48k Spectrum — and for the 64 later in the year.

At the start of the game, you

STREET BY STREET GUIDE

Street Name	No. Houses	No. Bins	Additional Hazards
1. Montague Road	5	5	
2. Pulteney Road	6	6	Cyclist
3. Grove Street	7	7	Verges
4. Lyncombe Vale	8	8	Houses close together and cyclists
5. Widcombe Hill	9	9	Cyclists
6. Lansdown Road	9 and a pub	9	Vicious dogs, cyclists and the pub





are given a set some of cash and shown a map of the world. Choose the country you want to visit and set off for a really trashy adventure.

Each country offers a different challenge and Trashman can choose to accept the job offered or travel on to another country — providing he has enough cash.

In Spain, he has to clear up the roses that have been thrown into the ring in adulation of a favourite matador. No easy task this as the bull has suddenly found a new lease of life.

If Trashman survives his Spanish holiday, he might find himself in Red Square where he just can't resist picking up some litter. Trouble is it's no litter at all but some secret documents that belong to the KGB. Trashman has a little explaining to do.

Trashman's love of beer takes him to Germany where he is hired to clear away the empties at the annual beer festival. He also takes a trip to Israel where he discovers that the worshippers at the wailing wall in Jerusalem have the untidy habit of wiping away their tears and dropping their tissues. Trashman can't stand the mess at this holy place and sets to tidying it up.



Other countries are still being added to the game whilst I am writing this but I am told by New Generation that they will include Hong Kong, France, Samoa, Mexico, USA, Africa and Australia.

To win one of our 50 free copies of *Travel with Trashman*, answer the three questions below and tell us in not more than 50 words what you would most like to find in a dustbin if you were a real life Trashman.

QUESTIONS

1) In a famous song about a bin man, the dustman in question wears something called "Daisy roots". What are these?
2) How many tons of rubbish are produced by London's homes in one year?
i) 2 million tons. ii) 3½ million tons. iii) 5 million tons.
3) Malcolm and Rod Evans of New Generation Software are:
i) twins ii) friends iii) brothers.

TRASHMAN II COMPETITION

1) .... **2)** .... **3)** ....

If I were a real life Trashman, I would most like to find a ....

....

....

.... **in my bin one morning (use not more than 50 words).**

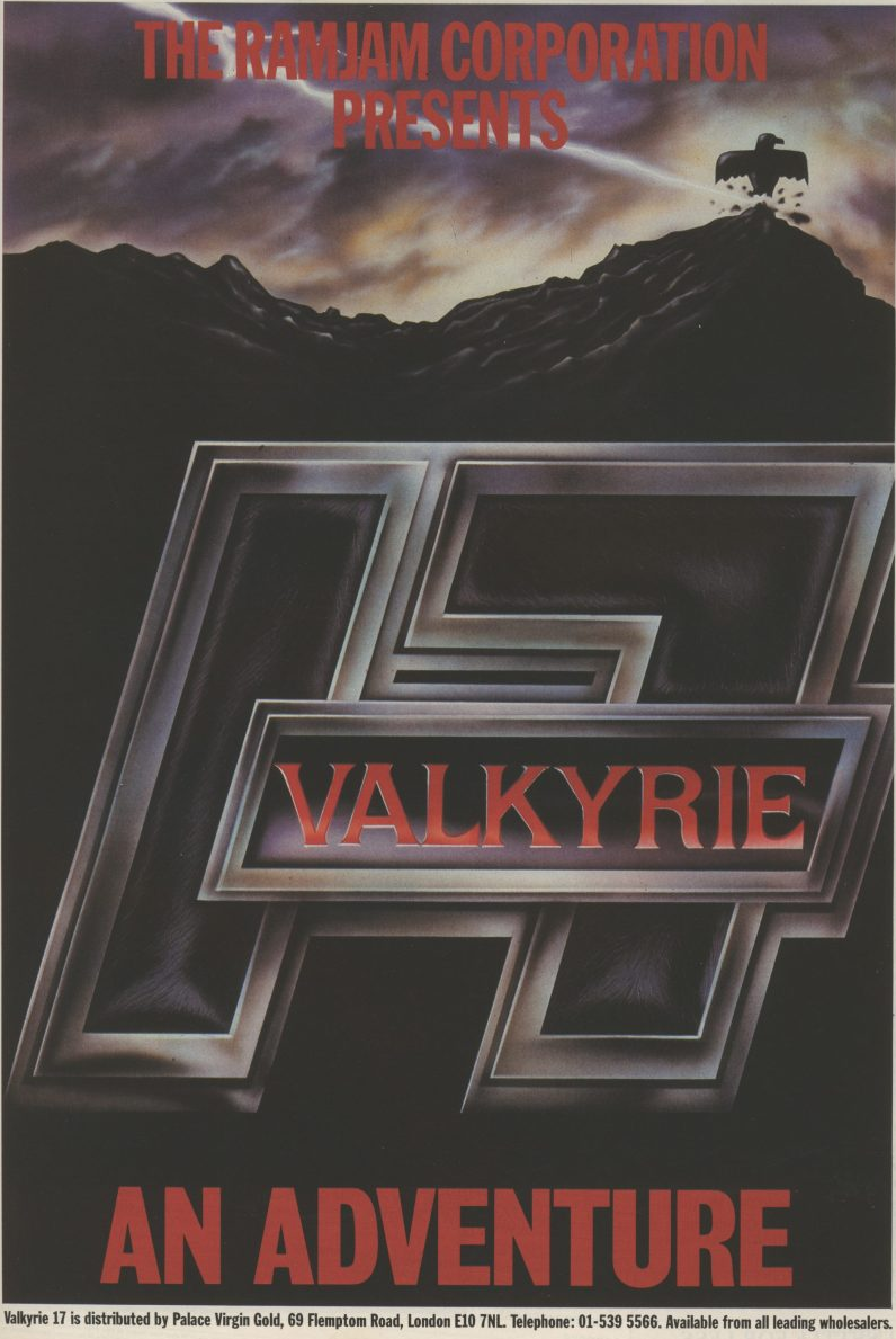
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Please mark your entries Dusty Bin Competition, *C&VG*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.


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SPELLBOUND IN CLAYMORGUE!

Have you ever been led right up the garden path? No? Then you've not played *The Scorcerer of Claymorgue Castle!*

Claymorgue is No. 13 in Scott Adams' original series and starts off in a field separated from a castle by an enchanted moat. The drawbridge is raised (of course!). A quick dip in the moat reveals a sleeping moat monster and getting back reveals one of the most awful puns ever perpetrated!

An inventory check shows you have been endowed with an impressive list of spells, but no instructions on their use! Try one and it may work or fail. In many cases, you'll be none the wiser why or what, either way! If you've played *Pirate*, then the YOHO spell might suggest something to you — but as for the others, they're wicked!

After staggering around an enchanted forest for far too long, only to have my advances rejected by the trees, I was determined to get the upper hand. After all, I thought, I must at least be seeded in this quest! So I ferreted around and came to a courtyard. All castles have a courtyard, but as courtyards go, I've not seen one as weird as this! Its main attraction is a magic fountain — how very odd! Scott obviously means what he says about needing to be young in mind to play Adventure — but there is a limit and by the time you've solved this one you could be feeling far too old for another!

There are few obvious exits from the courtyard and those appear to lead nowhere special — except more problems. Conventional thinking is a severe disadvantage in solving these! Think "What?" Think "Not!" Think "Scott!" Once your mental inhibitions are gone, you will start to progress.

After a while, I was patting myself on the back, feeling I had been pretty slick ("*C&VG*'s Adventure supremo — who else?!"), only to discover that, whilst my solutions were valid, they were not the right ones. They couldn't be! I had been tricked into thinking I was right. So the same problems had to be solved all over again — another way! And then again!

A chandelier secured by rope is crying out for an accident, whilst the castle kitchen doesn't seem to be over hygienic, with its dubious drains. What is the real purpose of the large crate? How do you get rid of water droplets? What is the solution to the Adventureland lookalike problem? This one is aimed at Adventureland players who are likely to get more than hot under the collar, giving Scott a devilish laugh at their expense!

So get ready to SAVE your game time and again. You need to be able to test different theories repeatedly. Don't worry if few come to you at the start — they will!

It is interesting to note that this is the first of Scott's games to demand four letters for the verb and five for the noun. He had the vocab neatly wrapped up, including not only necessary words, but many that you're likely to use but aren't needed, so beware! And read even the most innocuous replies carefully!

Sorceror of Claymorgue Castle is full of demanding problems. For sheer puzzling and excitement, to my mind it is Scott's best. I'm glowing about it — definitely a game not to be sneezed at! If you're a beginner, I suggest get some experience in before you try to tackle it, though.

It is available from Adventure International UK for a wide range of micros at varying prices, depending on whether you choose the disc or tape version, with or without graphics.

SPOT THE FUNNIES!

K. Hewson made an interesting point when he wrote from Maghull. He feels Scott Adams was being modest when he claimed his games were popular purely for their logic. Mr Hewson thinks that another reason is their great sense of humour. "A well placed joke is just the thing to break the tension and relieve frustration and Scott's timing is immaculate," he writes.

Among his favourites are the "Dear Dracky" letter in *Count* and the answer to "weigh anchor" in *Pirate*. The "Poof! The game's destroyed" message in *Pirate*, unnoticed by many, got Mr Hewson wondering how many jokes and hidden messages that rarely see the light of day are written in to Adventure programs?

One such comes from Jack Weston of Manchester. Type PSI on an Atari and you get some programmer information — PSBL, a number and DID, and the number that it DID. Not on my TRS-80 version though — I checked it out! A nice one that comes with the package, though, concerns the pot in *Voodoo Castle*. Try smoking it!

There must be quite a few undiscovered funnies, I would think, for usually the commands required to get such replies are not the same ones needed for the solution itself.

If you think you have spotted a rare joke, then write and let me know about it!

I will publish a collection (if there are enough!) from time to time! Write to me at *Computer & Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

A MYSTERIOUS TALE

Ian Jones of Livingston wrote to say he has been taking my recent double-act with *Golden Baton* further on a Spectrum and a 64. He's found he can't go north after killing the wolf, as he could on his Genie. The answer is GO PATH, I suspect, which should take him to the same place as NORTH did on the Genie.

How did this difference come about? Back in 1980, Brian Howarth spent the dark winter evenings learning to write machine code on his TRS-80. Inspired by an obsession with Scott Adams Adventures, he strung together a few scenarios left over from his D&D days into what he describes as "something resembling a playable Adventure." The game was *Golden Baton*.

Thinking it might be worth trying to get it published, he sent it off to



Molimerx who accepted it enthusiastically, suggesting a series. So Brian set about writing more scenarios and came up with *Time Machine* and *Arrow of Death Part 1.*

Over the next few months, in order to satisfy Molimerx's insatiable demand for more, he developed a driver module for use with a fixed format database. From *Arrow of Death Part 2* onwards, all Mysterious Adventures were written using the driver.

At that time, Molimerx were not proposing to support the BBC Micro, so Brian set up Digital Fantasia to market the BBC games himself. His first project was to convert them, but not having a database for the first three, he had to virtually rewrite them. "At the time, I made every effort to keep the new *Baton* identical, but there were certain differences that unavoidably crept in," says Brian. "My apologies to anyone who has been puzzled by the anomalies."

Since Adventurers love puzzles, I would thank Brian for unintentionally creating an extra one and for at last supplying the solution!

About 18 months ago, many readers noticed advertisements for Vic versions of the Mysterious Adventures and now write asking where and how they can be obtained.

The ads were from a firm called Leisuresoft who persuaded Brian, somewhat against his will, to make the conversions. The first three were squeezed into an 8k RAM pack, as few Vic owners at that time possessed more memory. Brian was never very happy with the results. The Leisuresoft deal proved unsatisfactory and, worse, he had to make drastic cuts in the text to fit the games in. He felt he was cheating the people who were buying the games and decided not to convert any more.

The situation has now changed, says Brian, with many more Vic owners having a 16k RAM pack. So he has signed up with Channel 8 to convert the whole series for the Vic and all titles should now be available.

Brian is now concentrating on a brand new series. These will be "no gimmicks" programs, aimed at delighting the true Adventurer who likes something to get his or her teeth into. Sounds really interesting. I can't wait to get my hands on the first — *Midwinter*!

Meanwhile, *Waxworks* is the last in the series of Mysterious Adventures and comes from the keyboard of Brian Howarth and Cliff Ogden.

The setting is a waxworks, complete with hall of mirrors, in which you have dozed off and awake to find yourself locked in.

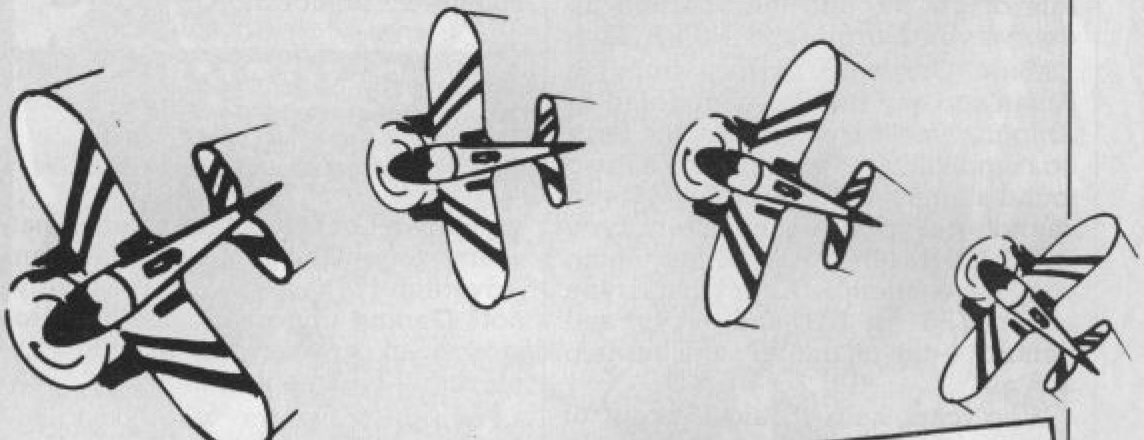
Being locked in after closing time means you have the freedom to wander around behind the scenes. It pays to examine things closely as you do. Guy Fawkes, Hillary and Tensing, and Jacques Cousteau are among the exhibits and you are posed questions by them as you wander past.

If you get them right, it may be to your advantage later, but discovering how is part of the game!

I visited a toilet and washroom which revealed an unexpected and sinister secret. But I thought it was a bit off, being called a rapscallion for trying to make use of the facilities!

How you deal with the sewer rats, how you survive a rather large fish and what use is a vandalised telephone are among the many questions you'll have to find answers for on your quest to leave the premises.

I played on a BBC micro which had split screen display with coloured text and a fast response speed. *Waxworks* is available for many micros, some versions with graphics, and costs £9.95. The game is supplied by Digital Fantasia for BBC and Spectrum versions and by Channel 8 Software for others.



ADVENTURE NEWS

To answer the countless enquiries I get from Vic owners starved of the later Scott Adams games, I spoke to Commodore who have the exclusive rights for Vic versions. They have no plans for extending the range available for the Vic. This is a pity, for so many Vic owners have enjoyed the early games in this series.

Better news from Commodore is that, following on from their recent announcement of *Zorks* on disc for the Commodore 64 at £11.99, they are also to release *Starcross, Deadline* and *Suspended* at the same price. As more games such as this become available cheaply, there is increasing encouragement for Adventure players to invest in drives for their machines!

More good news, and this time from Level 9, who expect to be releasing six new titles around Christmas. Immediately, *Return to Eden* promises more bafflement "à la *Snowball*", of which it is the sequel. Level 9 are departing from their accepted norm of text-only Adventures and producing *Eden* with graphics on some versions. Meanwhile, *Red Moon* follows the well-used mixture of caves, spells, magic objects and combat, again with graphics.

Something completely different is planned by Mosaic Publishing who have commissioned Level 9 to computerise *The Saga of Erik the Viking*, which I shall be reviewing in next month's *C&VG*, as a "bookware" package. *Erik* (the book) was children's Book of the Year 1983 and the Adventure game, with graphics, is due for release during October.

DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...



WHAT SHALL I DO NOW?

The Jyym Pearson Adventures from AI figure heavily this month, with problems in *Escape from Traam*, *Earthquake 1906* and *Crowley Manor*. Stephen Murray keeps being eaten by a monstrous creature in *Crowley*, James Fenton can't start up his fighter in *Traam*, despite the fact that he has a flight manual, and D. Hall of Cheltenham can't open the safe or get through the boarded up doorway in *Earthquake*.

Mark Grzywacz writes from St Alban's to say that he is troubled in *Knight's Quest*, trying to use the ferry boat and killing the elves. He has also found a funny in *Lords of Time*. If you cannot get past a character, type GIVE COIN AND APPLE (assuming you have them). After that, type either YES or NO and — lo and behold! — the character vanishes into thin air!

Who can help Craig Fulton of Irvine open the huge skull in *Mountains of Ket*? He has discovered that, with the lamp off, you cannot be killed nor be stopped from picking things up, even if guarded.

Three troubled Adventurers from Penketh in Cheshire combined forces to bring me their problems. Mike Jervis, Christian Barber and Andrew Parker ask — how do you open the iron box and get past the locked gate on Telegraph Hill in *Earthquake*? How do you bridge the chasm, get the shovel and pass the serpent in *Heroes of Karn*? How do you return after rescuing the Princes in *Wizard of Akyrz*?

Rescue from Castle Dread is troubling Steven Kirby of Sheffield. How can he get to the castle to effect the rescue, he wonders?

No sooner is there a new Adventure about, than you can guarantee that questions start appearing! *Gateway to Karos* has suddenly been mentioned in despatches. Hideya Sugiura from SE19 has lowered the water level in the mountains and found a treasure. Is this it, he asks? Or is there another secret passage. Guess there must be, Sugiura, if your score is only 911 so far.

Game: *Wizard of Akyrz*. Place: Henhouse. Missing: Key. Question: Where? Result: A very grateful Mats Ohrman of Gotland.

And please tell me again, someone, how do you get out of the ME passages and what are the coloured stars for in PQ?

CHEATS CORNER

If you can't beat 'em, cheat 'em! That seems to be the motto of many an Adventurer these days! And why not? Getting underhand methods to work can be just as exciting as playing the game itself!

For BBC owners with Level 9 Adventures, Jonathan Lewis of Fradley sends the following tips: After pressing BREAK, to restart type CALL &7320. This works — I can vouch for it! Jonathan also sent a method to list the vocabulary of Level 9 Adventures which I have modified slightly and, typographers willing, this one works too!

```
CHAIN "SNOWBALL" (or any Level
9 game)
PRESS BREAK
PRESS RETURN and you should get
SYNTAX ERROR and the prompt.
PRESS CTRL N
Type in the following:
FOR I = &1000 to &1900 : IF ?I > 64
AND ?I < PRINT CHR$?I; : NEXT
ELSE PRINT · ·; : NEXT
```

Press RETURN and the words (with a few odd extra letters) will scroll up the screen. When you have read a screenful, tap SHIFT for more. You can then return to the game with CALL &7320!

For *Philosopher's Quest*, however, says Jonathan, try:

```
FOR I = 1 to 300 : PROCM(I):NEXT
```

after >ESCAPE<ing from the program.

So for those who can't stand the strain of playing fair — don't forget! Only *C&VG Adventure Helpline* offers a full service for below-the-belt players!

HELP IS AT HAND

Credits to Scott MacKintosh, Ian Noble of Havant, David Bennett of Redgar, Darrn Vanstone of Wooburn Green, Neil Milne of Fife.

HULK
Don't get rid of ants — they are useful insects!

PLANTEFALL
Solve the problem West to East to avoid leaving yourself with one hole problem! If bugged by enemies, remember — to save your life, you must first be prepared to throw it away. (This should get rid of the heat.)

COLOSSAL ADVENTURE
To open the claim is a tri-tri-tricky problem.

LORDS OF TIME
A caveman's life must be dull — perhaps a club for cavemen would get them out of their womenfolk's way? The inventory door needs a (Greek cry of joy?) password.

SNOWBALL
The Screen, that's a blinking hard problem. Carry the aerosol in the tightly closed box. Open it when confronted by the Waldroid.

RESCUE FROM CASTLE DREAD
When entering the balloon you need one item,
Forget the rest for you won't need 'em,
Keep this object safe from harm,
For it shall be your lucky charm.
When a demon blocks your way,
With this charm you'll have to pay,
Is the Adventure solved? No, alas —
You'll have to take her to the palace.

INCA CURSE
To put out the fire, do some smothering with a blanket.

THE COUNT
Remember the oven is operated by SOLAR power!

SPHINX
The fairy grotto is a wanderful place.

GOLDEN APPLE
The start of a parrot's misquote may be food for a micro.

COLDITZ
To quieten the squeaky board, use a lever!

GOLDEN VOYAGE
Throw the whole dose in the fountain. Go to pastures new, and do the same again!

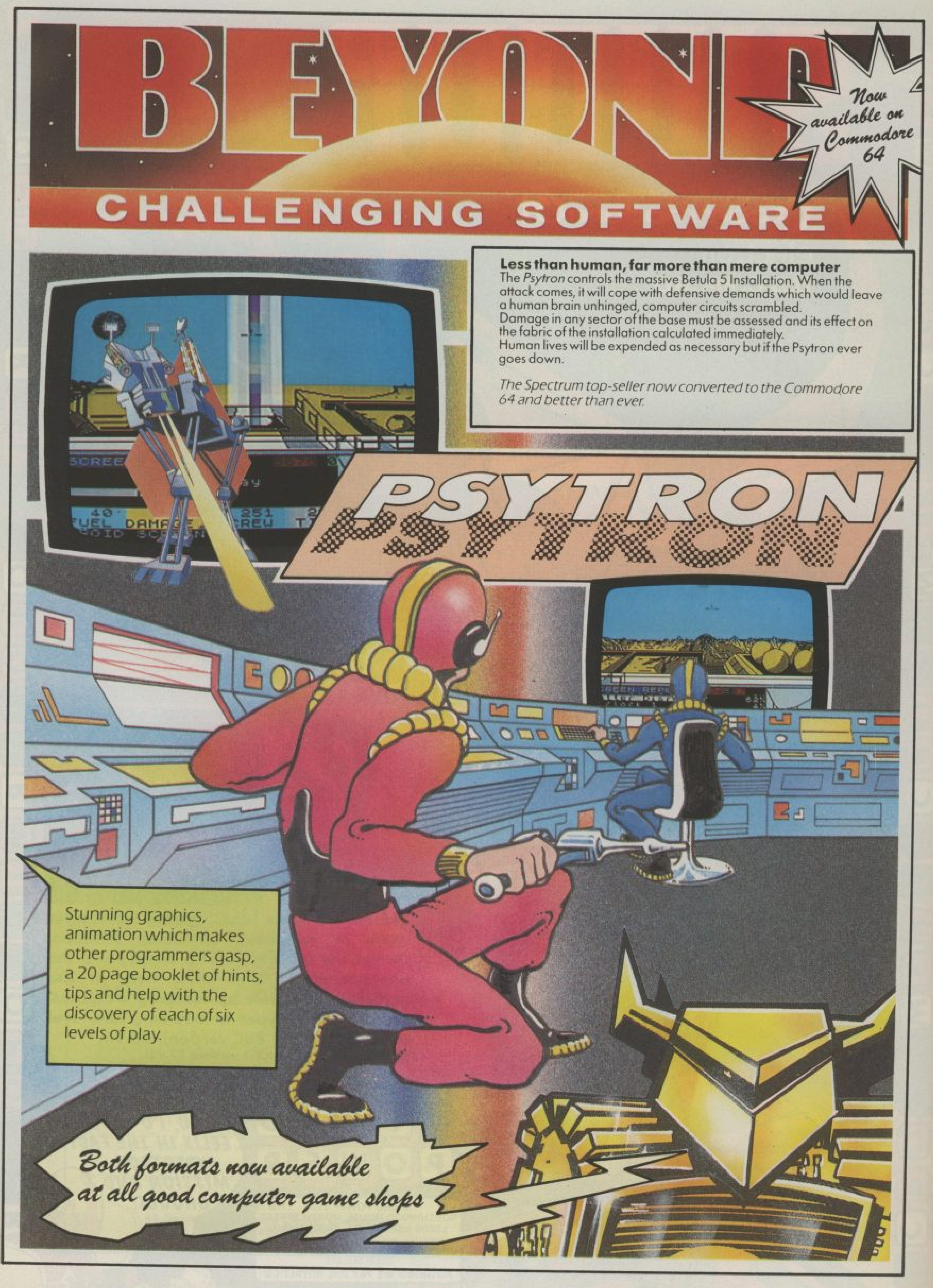
SAVAGE ISLAND (2)
Two places are loopier than others — next to where you start and the control room!

CASTLE OF RIDDLES
Here's a final tip from Simon Haynes of Stoke on Trent for those playing *Castle of Riddles*. "Give up!" Now come on, that's not the spirit, Simon!

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BUG HUNTER

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ON: 01-251 6222.



Hello again from the posh 2nd floor at Priory Court.

If you'd given up typing in last month's Sea Diver listing for the Texas because of a few lines which were hard to read, then all is not lost. Line 100 says FOR Z=1 TO 12 while 110 is CALL COLOR (Z,16,1). Line 170 says FOR T=1 to 700.

MOTOR RACER

Why is that it's always our Texas listings which have problems? I assure you that I don't know!

July's listing was Motor Racer and, although it works perfectly, it needs a joystick to control the car.

However, we said that you use keys S and D! So, for the benefit of all those who don't have a joystick, here's how to convert the game for keyboard control. All you have to do is add these few lines and the cars should then understand the S and D keys:

```
1390 CALL KEY (0,K,S)
1400 IF K=83 THEN 1403
1401 IF K=68 THEN 1405
1402 GOTO 1410
1403 X=X-1
1404 GOTO 1410
1405 X=X+1
```

You can thank Jeffrey Hayes of Hatfield for this little snippet. A crisp cheque for £10 will be with you soon, Jeffrey, and that goes for anyone else who get mentioned on this page.

ENDLESS DIAMONDS

Here's some useful information for Atari 400/800 owners, courtesy of J. Owen from Chester. This trick will give you endless lives on English Software's *Diamonds*, but it won't work on the XL series. Don't forget, though, that if you've upgraded to an Atari XL and some of your old software won't run, you can get a program, called *Translator* which will make your XL behave like a normal 400/800. It costs £9.95 and, I'm told, Silica Shop usually has them in stock.

Anyway, this is what you have to do for *Diamonds*. Turn on the computer and type:

```
POKE 8,0: POKE 744,16:
X=USR(40960)
```

Now enter the following program and run it:

```
10 RESTORE 1000:FOR X=0 TO 25:
READ INS: POKE 180+x, INS: NEXT
X
1000 DATA 169,96,141,39,8,32,8,8,16-
9,76,141,80,21,169,88,141,81,21,169,2-
1,141,82,21,76,98,10
2000 END
```

Now, insert the *Diamonds* tape and type X=USR(62404) and press return. Press return again after the bleep and start the tape.

When the title page appears, you have to press system reset within 1.5 seconds so keep your typing finger handy.

Now type X=USR(1280) and the game will load. You now have endless lives. Incidentally, if you have a disc system, then don't load any of DOS before using this routine.

WILLY—THE MISPRINT

So much for those POKEs to *Jet Set Willy* on last month's page! I must have been concentrating too hard on *Coronation Street* again when I was supposed to be checking the Bug Hunter page.

On the list of 4 POKEs, the last two had misprints. Change 59981 to 59901 and change 56874 to 56876 and you'll have no more trouble.

WHICH SPECTRUM?

Confusion still reigns over the three different versions of the Spectrum which are in circulation.

The first few batches to leave Clive's factory were issue one. Because of the problems with the quality of the TV display, issue two was born. Then some time later the main chip was upgraded and issue three came into existence.

The problem is that some of the IN commands changed with the introduction of issue three. Because this is the way of reading the keyboard in machine code, some games will not work with all Spectrums.

So the moral is still to check with a dealer that the game you're about to buy will work with your computer.

BACK TO SCHOOL

Well, the summer holidays are just about over and it's time to get back down to some work.

Do you use computers in your school? If so, what do you do with them? Are they just used in maths lessons or have you found anything more interesting? We're doing a special feature about computing at school in a couple of months, so if you think that your school deserves a mention then I'd like to visit you.

If your school has found a good use for the computer and would like to be part of the feature, then I'll need a letter from your headmaster or headmistress. Go on, knock on the door and ask them to write to me. They won't bite, you know!

LLAMAS AND GOATS

After all those cheating codes for *Jet Set Willy* and *Manic Miner*, here's one for *Revenge of the Mutant Camels*. The secret word which you need to type is GOATS. Then, just press C to change screens.

MORE ON MUD

Our feature on MUD in July's issue sparked off a lot of interest. Loads of people have asked for more info, so here's the person to write to.

His name is Richard Bartle and he actually wrote the game. You'll find him at The Department of Computer Science, University of Essex, Wivenhoe Park, Colchester, Essex.

And don't forget, if you're already into modems and you're a Micronet subscriber, you can contact me directly on Mailbox. My number is 01-278 6556.

And so we come to the end of yet another thrilling episode of Bug Hunter. You can phone me during the day on 01-251 6222 and ask for extension 2470. Alternatively, dial 01-251 5633 and you'll get straight through to me. If you'd rather write, my address is at the top of this page.

BY ROBERT SCHIFREEN

Amazing how played out some things



gs become.



Will you think the same of your micro in 6 months' time?

Remember the days when every record player was gifted with a needle instead of a stylus. 45's were "in," 78's were "out."

Before the days of hi-fi and laser discs. When a graphic equaliser was a break-through on the football pitch instead of in music technology.

Look at a record player now and it's a museum piece.

It's like that with micros too. The machine you thought would give endless hours of fun and interest often becomes a five minute wonder. Played out within months. Or so you thought.

But imagine communicating with other micro users on a nationwide mainframe system. Updating yourself daily with the very latest computer news and reviews. Paging a special Bulletin Board. Feasting from ™Prestel's vast menu. Even downloading a choice of software *absolutely free.*

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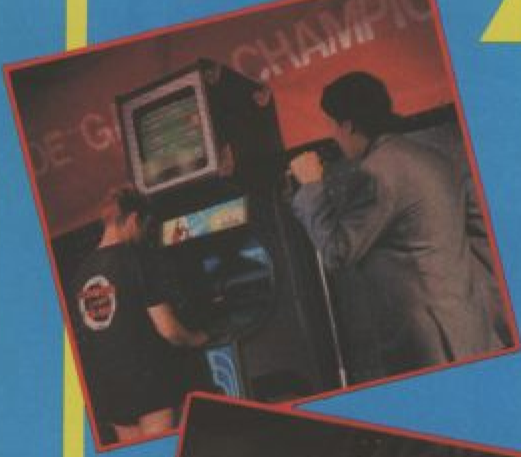
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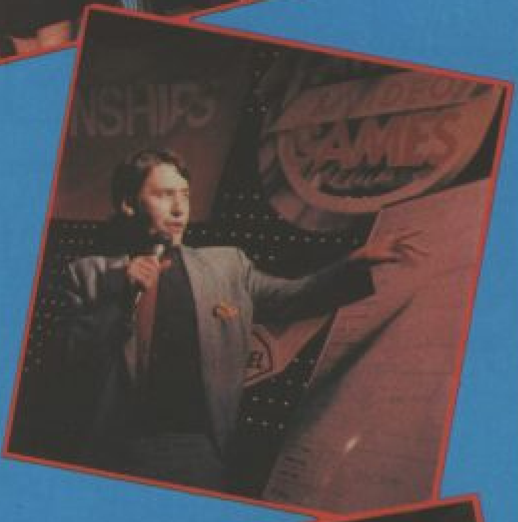
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THE BUGS
WHAT WE ALL NEED IS A GOOD HOLIDAY!
GLOOM!
SIGH!
THERE ARE TIMES WHEN EVEN THE BRIGHTEST BUG BECOMES BORED AND LISTLESS!..
OH SURE! WHERE CAN WE GO? A DAY TRIP TO THE CURSOR AND BACK. HMPH!
AT THAT MOMENT.
OH JOY. ETC. C& V-G HAVE GIVEN ME THIS FLEXI DISK ADVENTURE PROGRAM.
OUR PROGRAMMER INSERTS THE DISK.
WHIRR!
LISTEN! HE'S INSERTING A PROGRAM IN THE DRIVE.
GROAN!
SIGH! DUTY CALLS. I SUPPOSE WE'D BETTER GO AND BUG IT FOR HIM!
I BET IT'S SOME BORING OLD FINANCE PROGRAM. I'M SICK OF JUST MAKING HIS SUMS COME OUT WRONG!
BUT!
.. A BEAUTIFUL SUNNY BEACH! JUST THE PLACE FOR A HOLIDAY.
WHEE! THIS MUST BE AN ADVENTURE PROGRAM.
GOLDEN SAND
BLUE SEA
OUR PROGRAMMER IS GETTING STUCK IN TO THE GAME.
HMMMM! "YOU HAVE FOUND A SHOVEL" I'LL PICK IT UP AND....
BACK AT THE BEACH
THIS BEATS BUGGING.. SOFT, WARM SAND AND ...
SUDDENLY
YARGH!
PROGRAMMER
..SEE IF ANYTHING'S HIDDEN IN THE SAND!
GROO!
.. A SHOVEL!
ON SCREEN
WE SUPPOSE YOU THOUGHT THAT WAS FUNNY! TRY PLAYING THIS GAME AGAIN IF YOU WANT TO GIVE US A LAUGH!!!!!
THE BUGS.
SOB!

THE 1984 ARCADE CHAMP















Mark Payne is the 1984 *Computer & Video Games* Champion! He won the title in an action-packed event at a posh London nightclub. Clare Edgeley, *C&VG's* Arcade ace, reports.

The new *Computer & Video Games* 1984 Arcade Champion took his crown in the closing stages of a nail-biting contest at Xenon, a posh nightclub in the heat of the West End of London.

Seventeen arcade hotshots battled it out on a sweltering August day over a series of heats using *Dragon's Lair*, *Track & Field*, *Gyruss* and *Star Wars*.

Jools Holland, star presenter of The Tube, Channel 4's pop show, then invited the four finalists with the highest scores on each machine to tackle each other in a grand final on *Flicky* — a brand new game unveiled for the first time at the *C&VG* championships. *Flicky* features a mother duck and her chicks involved in a series of death defying adventures.

Mark Payne, elected by Jools to go first, scored a magnificent 28,860 in his five minute session, setting a tough task for those to follow.

Stephen Munroe and Michael Chilton found it a little more difficult to control *Flicky*, the motor duck, and her chicks and both came away with some 14,000 points.

Finally, David Bushby played and almost reached 28,000 — but the whistle blew. Phew! A close finish which left a beaming Mark Payne from Redcar, Cleveland the *C&VG* Champ!

Jools Holland presented Mark with a table top version of *Hunchback* provided by Taitel, who co-sponsored the championships.

Taitel also presented Mark with a new games cartridge for the machine — *Amazing Heart Attack*. Mark will be able to swap cartridges in his prize machine for a different challenge. Two games in one. Not bad.

He'll also be able to go back to Taitel for more cartridges for the machine whenever he gets too good at the games we provided!

Mark, who qualified for the final on *Track & Field* with 64,660, suitably dressed in a pair of running shorts and trainers said, "I put this gear on just in case I got too hot playing *Track & Field*.

"I really enjoyed myself and I'm glad I've won. I'll be looking around for some new games to practise on to enter into next year's championships. I'll probably put *Hunchback* in my bedroom!"

All the finalists went home with special *C&VG* certificates, a hand held pinball game and watch from CGL and the soundtrack of *Electric Dreams* — a brand new film release from Virgin Films.

MICROMEGA

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ALSO JUST OUT

The time has come to talk of many things. Of great graphics, neat routines and above all, your favourite games! Yes, it's Golden Joystick Award time again. Time for you, the respected *Computer & Video Games* reader, to sit down and work out your nominations for the best games of 1984.

The *Computer & Video Games* Golden Joystick Awards are the only awards made to the games software industry decided exclusively by the games player. And because of that fact, the software houses regard our awards as being among the most worthwhile to receive.

You'll find a form below which details the categories and asks for your choices. Fill it in and rush it off to *C&VG*. We'll be announcing the date and venue for the awards ceremony shortly. Meanwhile, we'll give you a better idea of what we want you to think about when you make your nominations.

Game of the Year — this is pretty easy to work out. Any game, whether it's an arcade-style shoot-out or a graphic Adventure, qualifies for this award.

Software House of the Year—does your favourite software house produce high quality games? Does it offer good after-sales service? Do you always look out for a new game? If so—then enter it here!

Best Original Game—again this is pretty easy to explain. What's the most exciting new game you've seen this year which has a totally original concept and/or design?

Best Adventure Game—text or graphic Adventures can win their own Golden Joystick Award for the first time this year. How about The Hobbit? Or Lords of Midnight?

Best Strategy Game—another new category for 1984. This includes war games, board game conversions, simulations other than sports, and all the original strategy games that are zooming up the charts like *Mugsy, Psytron*, and *Worse Things Happen at Sea*.

Best Arcade-style game—found a great space shoot-out? Or the ultimate version of *Star Wars*? Nominate it now in this category designed exclusively for computer games that first saw the light of day somewhere in an arcade—or look as if they should have done!

Programmer of the Year — The third new category for the 1984 Awards. This gives you the chance to show your appreciation for all the hard work that goes on behind the scenes at YOUR favourite games designer.

Best Sports Simulation Game—1984 has been the year of the sports simulation with dozens of games for all the popular machines.

To mention a few that have charted in the *C&VG/Daily Mirror* Top Thirty — *International Soccer, Basketball* and *Match Point.*

Jet Set Willy is out in front of the Game of the Year Category, though *Fighter Pilot, Sabre Wulf* and *Hunchback* are all pulling up fast.

Software Projects are edging ahead of last year's winner, Ultimate, in the Software House of the Year category.

There is still plenty of time to vote, though, as in all the categories. Other companies doing well here are Ocean, Llamasoft and Microdeal.

The Adventure Game category looks like being one of the most fiercely contested this year with *Questprobe, Twin Kingdom Valley* and *Lords of Midnight* making the running so far.

Original games nominated for a Golden Joystick this year are *Trashman* which is in the lead, with *Scuba Dive* and *Fred* hot on his heels.

There is still bags of time to vote. So sit down and have a good think and fill out the form below. The closing date for entries is 31st December 1984. Remember, it's your vote that counts in the Golden Joystick Awards, so make sure you use it.

Remember, we really NEED your votes. Every one counts towards the final result. Without you the awards just wouldn't happen.



Watch out for the *Computer & Video Games* Golden Joystick coupon in the next issue. Remember — we need your votes!

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A new system from America is about to change the way you buy games for your micro.

But don't worry. You'll still be able to wander round the shelves looking at rows of empty cassette boxes. The change will come when you've selected the empty box and decide that you'd like to buy that particular game.

What would normally happen is that the assistant in the shop would go into the store room and find the cassette which belongs to the empty box that you have just selected. Which is fine for you, but not so good for the shopkeeper.

The reason why shops don't like this system is that they have to keep copies of as many games as possible in stock at any one time. And this is expensive. What's even worse is that, if they are left with programs that they can't sell, they've wasted their money in buying them. So shops usually buy only a few of each game which means that they may often be out of stock if the program becomes popular.

With the introduction of the new system, the shop wouldn't have to keep any copies of programs at all! They would simply keep a whole load of blank tapes, discs and cartridges. When you have chosen your game, you will still take the empty cassette box to the assistant but this time he won't need to go hunting for your game in the store room.

Instead, he or she will take a blank tape or disc. Then, it is put into a special recording machine and within half a minute you'll have a copy of the game.

The machine can store at least a thousand games in its memory, so there's a good chance your favourite game will be in stock. And they'll never run out of the game, as it is simply copied from the machine's memory to a blank tape for you to take home to play.

The system will initially be able to cope with nine different cartridges including Coleco, Atari, Intellivision, Commodore 64 and Texas. It will program cassettes for Atari, Commodore, BBC, Dragon, Oric and Sinclair machines. As more machines are launched, so the system will be upgraded to work with these machines as well.

It will even copy onto disc for Commodore, Atari, Apple and IBM PC.

I spoke to Nick Alexander, the chairman of the Guild of Software Houses, about this new system.

Nick had mixed feelings about software sold like this. Software has become a disposable object, he said, and people don't place as much value on a cassette as they used to. Coupled with the lack of proper inlay and instructions, he doesn't think that people will buy games like this. But, said Nick, this electronic distribution will certainly introduce titles to people who wouldn't normally have seen them.

The special box of tricks comes from a company called Program Express and is built in America. It's similar to the Romox system which Prism announced a few months ago. But Prism's system is still under trial and may not be officially launched at all in this country. The difference between the two is that, while Romox is based on reprogrammable cartridges, the Software Machine from Program Express will download onto cartridge, cassette or disc.

An added bonus of buying software this way is that the machine has a built-in screen to show demos and graphic screens of games before you decide to buy.

Each Software Machine is linked by telephone to a central mainframe computer in Edinburgh. As new releases come out, they are transmitted down the phone lines overnight from Edinburgh into each Software Machine automatically. The new game is then stored in the shops and does not need to be sent down the phone each time someone buys a copy.

Each month, the computer in Edinburgh will phone the various shops and the computer in the store will tell Edinburgh how many copies of each game have been sold. Then the retailer will receive his bill which he pays Program Express.

With each Software Machine containing a 40,000k hard disc drive and copies of the top thousand games, a lot of thought has obviously been put into the security of the system.

If the machine is stolen, it immediately erases the operating system, making it impossible for any copies of games to be made. If the machine is recovered, it can be reprogrammed via the telephone link. Let's just hope that no one manages to crack the main Edinburgh system!

Another way of organising the system, if the shop doesn't have enough shelf space for all those empty cassette display boxes, is to package all games in the same container.

You would select the game you wanted from a catalogue or by watching a demo on screen. Then it would be downloaded onto tape, disc or cartridge and put in a general Program Express box. A printer is connected to the machine and the instructions are printed out and are put in the box with the program.

Games which normally come with colourful inlays and booklets are no problem as the shop can get these separately to give away when you buy the program.

Selling software like this is much cheaper than normal methods. Think of all those boxes of tapes which normally have to be duplicated, packaged and delivered to shops. The new system does away with all this, saving the retailer money.

But these savings will not be passed on to us, the customers. Games bought this way will cost the same as they did before. Although, if shops find that they are selling more software, they may offer their own special offers.

Nick Alexander thinks that the retail price of games sold like this will have to come down. People just won't pay the normal price if they're not getting the full colour inlay cards like everyone else, he said. Software sold on Micronet sells for between 25 and 30 per cent off, and this is how it should be. He also went on to say that selling his games on Micronet had been a disaster.

The first dozen machines will be in some shops by Christmas and there are hopes for at least 2,000 machines within the next three years.

As to whether normal shelves of games will become a thing of the past, we'll have to wait and see.

I personally would like to see people's computers at home linked directly to the mainframe in Edinburgh, saving even the walk to the shop.

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If you send us a program, make sure that you keep a copy of the game as we won't be able to return your cassette or disc to you.

So dig out that game which you were so proud of and send it to us. We'd love to see it. If you don't want to cut up this page, then a photocopy will do.

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Author's Christian name: .... Surname: ....

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Tel: .... Date: ....

Type of game: (If original please say so) ....

Loading instructions: ....

Game instructions: (If not included in the listing) ....

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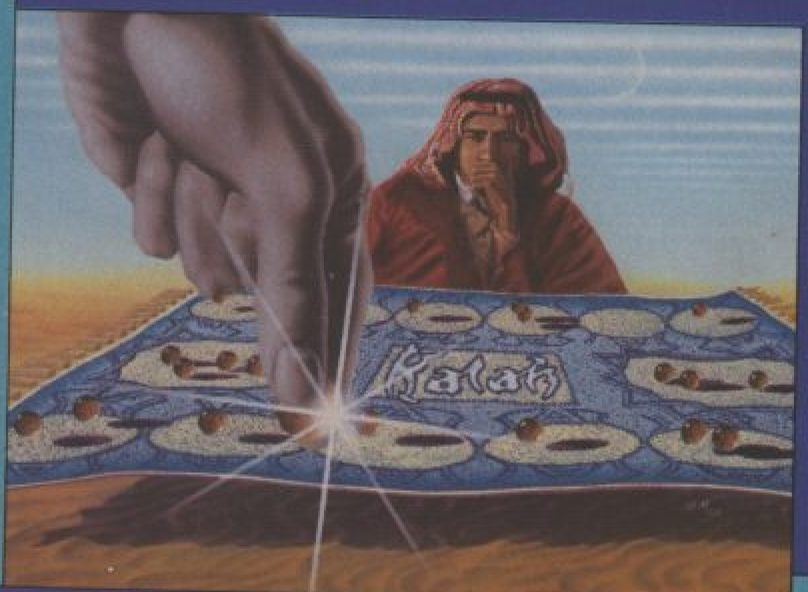
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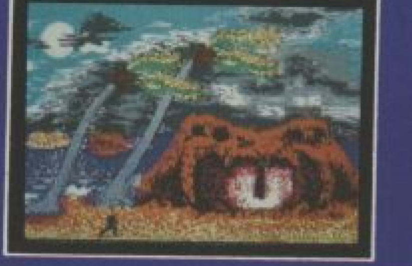
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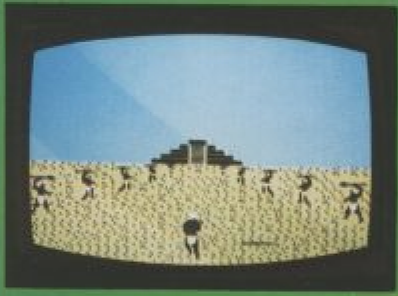
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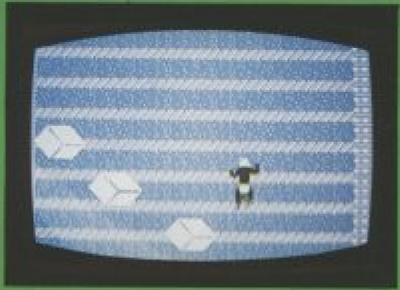
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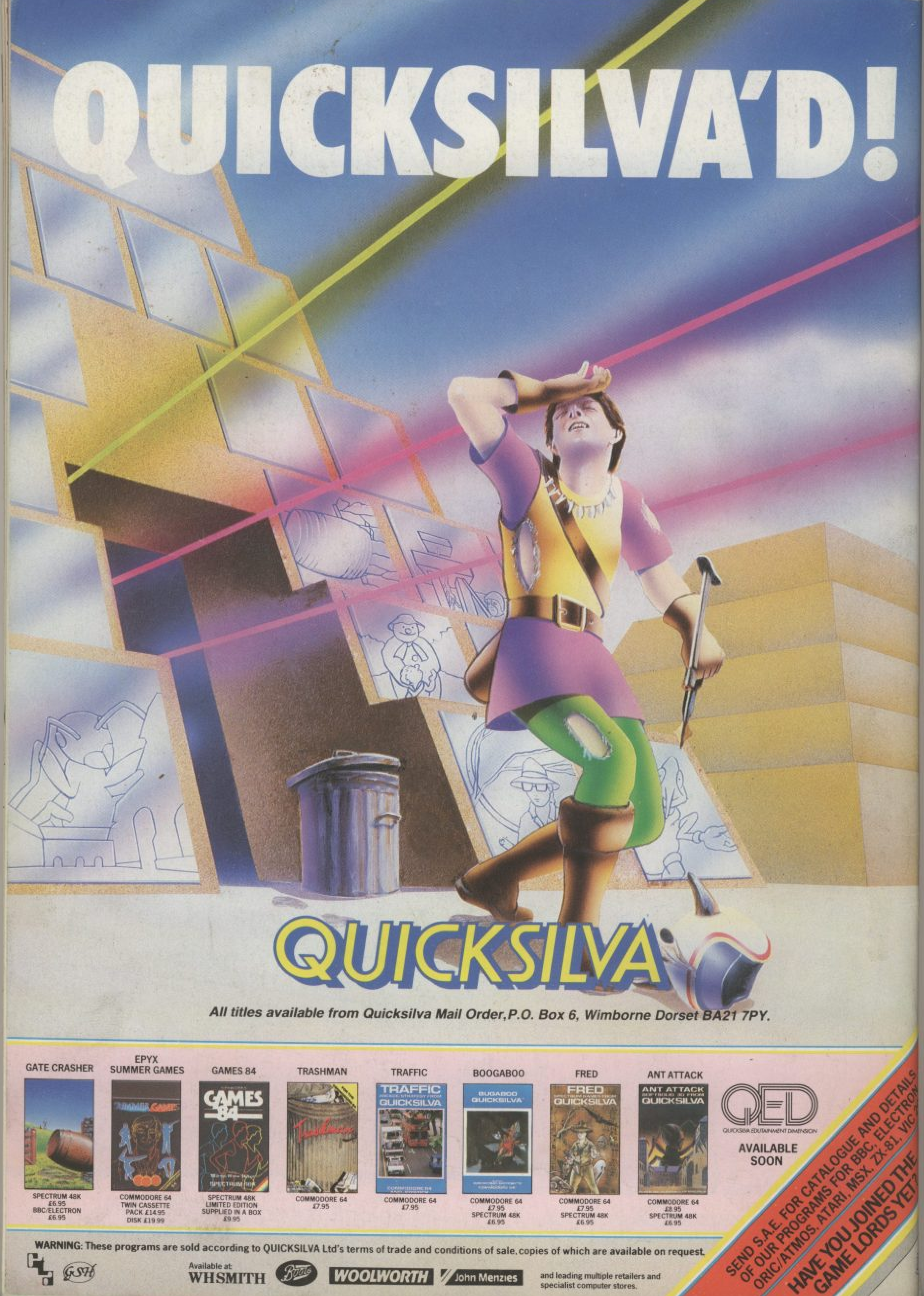
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